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Spalding's Official Foot Ball Guide

Official Foot Ball Rules

OF THE

National Collegiate Athletic
Association

1938



In Convenient Detachable Form for the Use of
Coaches and Officials

Rules Changes for 1938

Attention is called to two changes in the rules for 1938:

- (1) Any forward pass (except those made on fourth down) which becomes incomplete behind the goal line will be treated in the same manner as though it struck the ground in the field of play. A forward pass made on fourth down which becomes incomplete behind the goal line will, as heretofore, result in a touchback. (See Rule 7, Section 5, Article 2, Item 2).
- (2) When the ball goes out of bounds between the goal lines or becomes dead within 15 yards of a side line, it shall be put in play at a spot 15 yards from that side line instead of 10 yards as heretofore. (See Rule 7, Section 3, Article 7).

FOOT BALL RULES COMMITTEE

The Foot Ball Rules Committee is appointed by the National Collegiate Athletic Association and consists of eleven members, one from each of the eight districts into which the National Collegiate Athletic Association divides the territory which it covers, one life member and two members from the country at large. The Committee for the year 1938 is constituted as follows:

W. J. BINGHAM.....First District New England States	G. F. VEENKER.....Fifth District Missouri Valley States
W. G. CROWELL.....Second District Middle Atlantic States	D. X. BIBLE.....Sixth District Southwestern States
W. A. ALEXANDER...Third District Southeastern States	L. H. MAHONEY.....Seventh District Mountain States
F. H. YOST.....Fourth District Middle Western States	W. O. HUNTER.....Eighth District Pacific Coast States

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W. R. OKESON, Chairman

W. S. LANGFORD, Secretary

A. A. STAGG, Life Member

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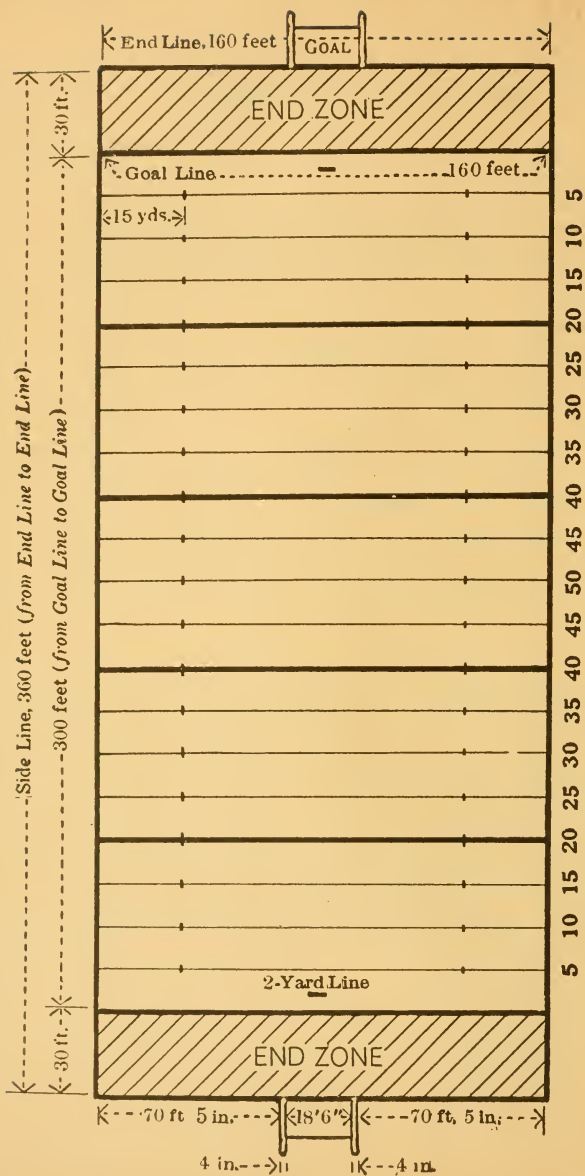


DIAGRAM OF THE FIELD OF PLAY AS RECOMMENDED BY THE RULES COMMITTEE.

The Field of Play is a Parallelogram bounded by the side lines and the goal lines, measuring 300 feet by 160 feet.
(All measurements should be made from the inside edges of lines marking boundaries.)

OFFICIAL FOOT BALL RULES

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FIELD RULE 1

Section 1. Dimensions

The game shall be played upon a rectangular field, 360 feet in length and 160 feet in width. The lines at the ends of the field shall be termed *End Lines*. Those at the sides shall be termed *Side Lines*. The *Goal Lines* shall be established in the field 10 yards from and parallel to the end lines. The space bounded by the goal lines and the side lines shall be termed the *Field of Play*. The spaces bounded by the goal lines, the end lines and the side lines shall be termed the *End Zones*.

Section 2. Marking

The Field of Play shall be marked at intervals of 5 yards with lines parallel to the goal lines, and each of these lines shall be intersected at right angles by short lines 15 yards in from the side lines. All lines shall be marked—preferably in white.

Note—If lime is used for marking, it should be thoroughly slacked.

Section 3. Goal

The goal posts shall be placed in the middle of each end line, shall exceed 20 feet in height and be placed 18 feet 6 inches apart, with a horizontal crossbar the top of which shall be 10 feet from the ground.

BALL RULE 2

The ball shall be made of pebble grained leather (natural tanned color) without corrugation of any kind, enclosing a rubber bladder. It shall be inflated with a pressure of not less than 12½ pounds nor more than 13½ pounds and

shall have the shape of a prolate spheroid—the entire surface to be convex.

The circumference, long axis, shall measure not less than 28 inches, nor more than $28\frac{1}{2}$ inches; short axis, not less than $21\frac{1}{4}$ inches, nor more than $21\frac{1}{2}$ inches; the length of the long axis shall measure not less than 11 inches, nor more than $11\frac{1}{4}$ inches. The weight of the ball shall be from 14 ounces to 15 ounces.

The Referee shall be sole judge as to whether the ball offered for play complies with these specifications.

SUPPLEMENTAL NOTES

For night games, a white ball or other colored ball **may** be used by agreement between both teams.

A ball constructed with more than four panels **may** be used by agreement between both teams.

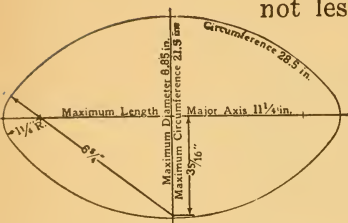


Diagram showing the longitudinal cross section of the standard ball. Maximum dimensions are used. This diagram is printed in order to secure uniformity in manufacture.

DEFINITIONS

RULE 3

Section 1. Approved Ruling (A.R.)

An Approved Ruling is an official decision on a given statement of facts. It serves to illustrate the spirit or the application of the rule. The relation between the rule proper and an Approved Ruling is analogous to the relation between statutory law and a decision of the Supreme Court.

Section 2. Ball

Ball in play

ARTICLE 1. The ball may be put in play by kick-off, scrimmage, or free kick. The ball then remains in play until under specific provisions of the rules it becomes dead.

Dead ball

ARTICLE 2. A Dead Ball is a ball which under the rules has ceased to be in play. It continues to be dead until again put in play according to rule.

ARTICLE 3. A Free Ball is a ball which is in (Section 2)
play but not in the possession and control of Free ball
any player. (Exception—See fourth Supplemental Note, page 30; also second Supplemental Note, page 41.)

ARTICLE 4. It is a Fumble when a player in Fumbled ball
possession and control of the ball in play loses such possession and control other than by passing or kicking it.

(A.R.) Player of Team A is carrying the ball and player of Team B snatches the ball from him before it is declared dead. *Ruling:* Fumble.

ARTICLE 5. A Muff is an unsuccessful attempt by a player to gain possession and control of a free ball, in which attempt he actually touches the ball. Muffed ball

Section 3. Blocking

Blocking is the obstruction of an opponent by a player bringing his body into contact with a player of the opposing team.

SUPPLEMENTAL NOTES

In blocking, the hands and arms may not be used except they be close to the body. (See Rule 10, Section 1, Article 2.)

It is illegal to use a flying block in which the player dives or throws his body through the air at an opponent. (See Rule 10, Section 1, Article 5.)

It is legal for the blocker to leave his feet at the instant he makes contact with an opponent.

Section 4. Clipping

Clipping is blocking by running or diving into the back, or throwing or dropping the body across the back of the leg or legs, of a player not carrying the ball.

SUPPLEMENTAL NOTES

Players attempting a legal block are not to be penalized for clipping, if an opponent turns his back as the block is being made.

Players of the kicker's team going down the field under a kick who use their hands on the back of a blocker in order to ward him off are not to be penalized for clipping.

Players legally attempting to recover a free ball may use their hands or arms on the back of an opponent to push him out of the way in order to get at the ball.

Section 5. Crawling

Crawling is an attempt by the player in possession of the ball to advance the ball after any portion of his person except his hands or feet touches the ground.

Section 6. Disqualified Player

A disqualified player is a player who is banished from further participation in the game for violation of the rules prohibiting certain kinds of misconduct or unfair play.

Section 7. Down

A Down occurs when the ball becomes dead.

Section 8. Drop-Kick

A Drop-kick is made by dropping the ball to the ground and kicking it as it rises.

Section 9. Fair Catch

Fair catch—
how made

ARTICLE 1. A Fair Catch is made on Kick-off, Free Kick, Return Kick, or when the ball has been kicked beyond the line of scrimmage, and any player of the team which did not kick it, *who has signaled his intention of making a fair catch by raising one hand only, clearly above his head*, catches the ball before it touches the ground, and does not take more than two steps after making the catch.

See Illustrations 8, 9.

Mark of
fair catch

ARTICLE 2. The mark of the catch is the spot at which the ball is actually caught.

Opportunity
to make
fair catch

ARTICLE 3. Opportunity to make a fair catch exists when the player is in such a position that it would be possible for him to reach the ball before it touches the ground.

Section 10. Foul

A Foul is any violation of a rule.

Section 11. Free Kick

ARTICLE 1. A Free Kick is one where each team is restrained by rule from advancing beyond a certain line before the ball is put in play, and includes Kick-off, Free Kick after Fair Catch and Free Kick following Safety. **Free kick**

ARTICLE 2. The restraining line for the kicking team on a free kick is a line parallel to the goal line through the most forward point from which the ball may be kicked. **Restraining line for kicking team**

The restraining line for the opponents is a line parallel to and 10 yards in advance of the kicking team's restraining line. **Restraining line for opponents**

Section 12. Goal from the Field

A Goal from the Field is made by kicking the ball from the field of play over the crossbar or directly over one of the goal posts of the opponents' goal by either a Drop-kick or a Place-kick other than a Kick-off.

Section 13. Huddle

It is a Huddle when two or more of the players of the team in possession of the ball, instead of taking their normal positions and preparing to put the ball in play, group themselves together for the purpose of getting the signal for the next play or for any other reason.

Section 14. Hurdling

Hurdling, as used in the rules, applies only to the man carrying the ball.

ARTICLE 1. *Hurdling in the open* is jumping over or attempting to jump over an opponent who is still on his feet. (A player who is on his knee may be hurdled without penalty.) **Hurdling in open**

ARTICLE 2. *Hurdling in the line* is jumping over or attempting to jump over a player on the line of scrimmage, with both feet or both knees **Hurdling in line**

(Section 14) foremost, within the distance of 5 yards on either side of the point where the ball was put in play.

SUPPLEMENTAL NOTE

Mere stepping over a prostrate player, though the player so doing may have both feet in the air at the same time, is not construed as being within the definition or prohibition of hurdling.

Section 15. In Touch

A ball which crosses either goal line is "in touch," and if it becomes dead behind the goal line it is a *Touch-down*, a *Safety touch-down*, a *Touch-back* or a goal.

Section 16. Kicker

A player who kicks the ball is referred to in the rules as the Kicker.

Section 17. Kick-off

A Kick-off is the method of putting the ball in play at the opening of the first and third periods, and after each try-for-point or goal from the field. It shall consist of a drop-kick or place-kick from any point on the 40-yard line (or some point behind it) of the team making the kick-off.

Section 18. Line of Scrimmage

Line of scrimmage—how formed ARTICLE 1. The Line of Scrimmage for each team is an imaginary line or vertical plane parallel to the goal lines and passing through that point of the ball nearest the team's own goal line.

Player on line of scrimmage—when ARTICLE 2. A player of the team in possession of the ball shall be considered to be on the line of scrimmage if he has both hands, both feet or one foot and the opposite hand up to or within one foot of this line. He must have both feet outside the outside foot of the player next to him, unless he be one of the two players

standing on either side of and next to the snapper-back, in which case he may lock legs with the snapper-back. (See Rule 7, Section 2.)

See Illustrations 4, 5, 6, 7.

Section 19. Neutral Zone

The Neutral Zone is the space between the scrimmage lines of the two teams.

Section 20. Off-side

A player is off-side when any part of his person is ahead of the ball, his scrimmage or restraining line when the ball is put in play.

Section 21. Out of Bounds

ARTICLE 1. The ball is Out of Bounds when either the ball or any part of a player holding it touches the ground, an obstruction or any person other than a player on or outside the side line or the end line.

**Ball or player
touching
ground
out of bounds**

ARTICLE 2. When a free ball or a forward pass touches a player any part of whose person is on or outside the side line or the end line, it is out of bounds.

**Free ball
touching
player
out of bounds**

SUPPLEMENTAL NOTES

Ordinarily the ball is out of bounds and dead at the spot where it crosses the side line, but when a ball still in the field is declared out of bounds, either under Article I or Article II, the position of the ball at the moment it became dead fixes the spot where it is out of bounds.

The ball is not considered as out of bounds when a player touches the ball while part of his person is in contact with a goal post, his feet being in the end zone.

ARTICLE 3. When a free ball (other than a kicked ball which later scores a goal) or a forward pass strikes the goal post or crossbar, it is out of bounds.

**Ball striking
goal posts**

Section 22. Passer

A player who makes a forward pass is referred to in the rules as the Passer.

Section 23. Piling Up

Piling Up is falling, or allowing the body to fall, upon an opponent with the ball in his possession, after it has become dead.

Section 24. Place-Kick

A Place-kick is made by kicking the ball from a fixed position on the ground. The ball may be held in position by a player of the kicker's team, but must not be raised above the surface of the ground by artificial tees or mounds of earth.

Section 25. Punt

A Punt is made by a player holding or dropping the ball and either he or another player kicking it before it touches the ground.

Section 26. Return Kick

A Return Kick is made when a ball has been recovered by the opponents and kicked back without an intervening play from scrimmage.

Section 27. Runner

A player who is carrying the ball is referred to in the rules as the Runner.

Section 28. Safety

A Safety is made when a free ball or a ball legally in possession and control of a player guarding his own goal becomes dead, any part of it being on, above, or behind the goal line, provided the impetus which sent it to or across the goal line came from the team defending that goal. (See also Rule 9, Section 4.)

Section 29. Scrimmage

A Scrimmage takes place when the holder of the ball places it flat upon the ground, with its

long axis at right angles to the line of scrimmage, and puts it in play by snapping it back. (Section 29)
The scrimmage does not end until the ball is dead.

See Illustrations 1, 2, 3.

Section 30. Shift

It is a Shift when after the ball is ready for play in scrimmage and the players have taken their preliminary or final positions, two or more of the players of the team in possession of the ball simultaneously change their positions before the ball is put in play.

Section 31. Snapper-back

The Snapper-back is the player who puts the ball in play in a scrimmage.

Section 32. Snapping the Ball

Snapping the Ball is passing it backward from its position on the ground with one quick and continuous motion of the hand or hands, the ball actually leaving the hands on this motion.

(A.R.) Center of Team A seeing an opponent off-side, lifts the ball off the ground and claims off-side play. *Ruling:* Ball has not been snapped. Penalty—Loss of 5 yards.

(A.R.) The Center of Team A steps to the side or backward while snapping the ball. *Ruling:* Ball illegally snapped and is not in play. Penalty—Loss of 5 yards.

Section 33. Supplemental Note

A Supplemental Note is a descriptive paragraph indicating the spirit or scope of the rule which it follows.

Section 34. Suspended Player

A Suspended Player is one who is denied the privilege of further participation in the game either because of the use of equipment which is dangerous to opponents or because of illegal substitution.

Section 35. Tackling

Tackling is a specialized form of blocking in which a player is permitted to use his hands and arms to stop or throw to the ground an opponent carrying the ball.

SUPPLEMENTAL NOTES

It is illegal to use a flying tackle in which a player dives or throws his body through the air at the ball carrier. (See Rule 10, Section 1, Article 5.)

It is legal for the tackler to leave his feet at the instant he makes contact with the ball carrier.

Section 36. Team "A" and "B"

"Team A" is used in the Approved Rulings to designate the team which puts the ball in play; "Team B" to designate the opponents.

Section 37. Touchback

A Touchback is made when a free ball or a ball legally in possession of a player guarding his own goal becomes dead, any part of it being on, above, or behind the goal line, provided the impetus which sent it to or across the line was given by an opponent. (See also Rule 9, Section 6.)

Section 38. Touchdown

A Touchdown is made when the ball legally in possession of a player becomes dead, any part of it being on, above, or behind the opponents' goal line. (See also Rule 9, Section 2.)

Section 39. Tripping

Tripping is obstructing an opponent below the knee with the hand or with that part of the obstructing player's leg that is below the knee. Diving under the play is not tripping.

See Illustration 10.

SUPPLEMENTAL NOTE

Tackling or attempting to tackle the runner below the knees is not to be considered tripping.

Section 40. Try-for-Point After Touchdown

A Try-for-Point is the opportunity given the team which has made a touchdown to add another point to its score by successfully executing a single play from scrimmage as required by Rule 9, Section 3.

THE GAME—HOW STARTED, CONDUCTED AND TIMED

RULE 4

Section 1. Length of Game

ARTICLE 1. *Item 1.* The length of the game shall be 60 minutes, divided into four periods of 15 minutes each, with intervals of one minute between the first and second periods (first half) and between the third and fourth periods (second half), during which intermissions all rules governing the playing of the game continue in force and no player shall leave the field of play or end zone, nor shall any representative of either team be allowed on the field of play or end zone except as provided for in Rule 11.

**Length of
periods and
intermissions**

PENALTY—Loss of 15 yards.

Item 2. Between the second and third periods there shall be an intermission of 15 minutes, during which intermission play is suspended and the teams may leave the field.

Item 3. The teams must be on the field ready to play at the scheduled time for the beginning of the game and at the end of the 15-minute intermission without notification by the officials.

**Delay in
reaching
field**

[Penalty follows.]

(Section 1)

PENALTY—Loss of 15 yards, unless the Referee deem the delay excusable. The choice of goal and kick-off shall be determined as outlined in Section 2.

SPECIAL NOTE

The Rules Committee recommends and urges that Preparatory and High School games be limited to a maximum of 48 minutes, divided into 4 periods of 12 minutes each. If Junior High School games are played they should be limited to 32 minutes, divided into 4 periods of 8 minutes each.

The intermission between the halves may be reduced proportionately.

**Shortening
periods**

ARTICLE 2. Before the scheduled starting time, the game may be shortened by mutual agreement of the Field Captains. The Referee, if he is of the opinion that there is any likelihood of the game being interfered with by darkness, may arbitrarily shorten the playing time. In either of such cases the four periods must be of equal length.

During an intermission the Referee, with the consent of the two Field Captains, may shorten the playing time of the remaining period or periods.

Section 2. Start of Each Period

**First and
Third periods**

ARTICLE 1. The Referee shall toss up a coin before the beginning of the game in the presence of the Field Captains of the opposing teams, first designating which Field Captain shall call. The winner of the toss shall have choice of goal, or of kicking off, or of receiving the kick-off, which choice shall not be revocable. The loser of the toss shall have the choice of options which the winner does not select, and his choice shall not be revocable. At the beginning of the third period these privileges shall be reversed.

ARTICLE 2. At the beginning of the second and fourth periods the teams shall change goals; the possession of the ball, the down, the relative spot of the down, and the distance to be gained remaining the same as at the termination of the preceding period.

(Section 2)

Second and
Fourth periods

Section 3. Delay of Game—Time Out

ARTICLE 1. Time shall be taken out while the ball is being brought out for a kick-off; during a try-for-point after touchdown; after a touchdown, safety or a touchback; after a fair catch has been made; after an incomplete forward pass; during enforcement (or declination) of penalties; when the ball goes out of bounds; during all substitutions (except as provided in Section 3, Article 4); or when play is for any reason suspended by the Referee. Time shall begin again when the ball is actually put in play, and no extension of "time out" shall be allowed by the Referee unless a Captain requests the privilege allowed in Article 2.

Time out

(A.R.) The Umpire signals a foul and the Field Judge stops his watch as soon as he hears the horn. *Ruling:* The watch should not be stopped until the ball is declared dead by the Referee.

ARTICLE 2. Whenever the Referee suspends play at the request of a Field Captain, or for the purpose of completing a substitution made by the Coach, a "time out" shall be charged.

Legal delay

A team is entitled to three such "time outs" (of not more than two minutes each) during each half without penalty.

After a team has exhausted its three legal "time outs", subsequent requests for "time out" shall be granted but a penalty shall be exacted, except that time may be taken out for an injured player without penalty, provided this player is removed from the game.

[Penalty follows.]

(Section 3)

PENALTY—Loss of 5 yards, the number of the down and point to be gained remaining the same as when the request was made.

SUPPLEMENTAL NOTE

Upon request, the Field Captain must designate to the Referee the injured player for whom time is called. Otherwise the Referee shall exact the penalty.

(A.R.) (1) Shortly after a game starts a player is injured and his Captain calls for "time out." The injured player is removed from the game and a substitute takes his place. *Ruling:* This counts as a "time out" against the team in question. (2) The coach sends a substitute on the field to replace a player and the Referee blows his whistle and stops play until the change has been completed. The Referee charges the team with a "time out".

(See also last Approved Ruling under Rule 12, Section 8, Article 4.)

ARTICLE 3. The Referee may at his discretion suspend play at any time without penalty to either team.

Illegal delay

ARTICLE 4. Substitutions may be made without penalty only when time is out, but there must be no unnecessary delay. The ball must be put in play promptly and any action or inaction by either team which tends to prevent this shall be construed by the Referee as delay of the game. He shall have the right to order the Timekeeper not to stop the watch if in his opinion the offending team is trying to profit by calling for "time out" after their three legal requests are exhausted.

PENALTY—For delay of the game: Loss of 5 yards, the down and point to be gained remaining the same as when the request was made.

SUPPLEMENTAL NOTES

A delay of more than 30 seconds in putting the ball in play, may be considered *prima facie* evidence of delay of the game.

The Referee should prevent unnecessary delay by exercising his power to let the watch run when the substitution privilege is being abused. (Section 3)

(A.R.) Time is out and play is about to be started when a substitute comes on the field. The ball is snapped while twelve men of his team are on the field. *Ruling:* Delay of game (no "time out" to be charged). Penalty—5 yards from spot where ball was put in play. Coaches should send in substitutes promptly.

(A.R.) A team which has exhausted its three "time outs" has the ball on its opponents' 10-yard line. Its Field Captain calls time the moment the whistle is blown after each play, it being evident that his purpose is to conserve the scanty time remaining. The *Referee* warns the Captain on first offense and instructs Timekeeper not to stop the watch thereafter.

(A.R.) Team A repeatedly asks that time be taken out to enable them to wipe off mud or to dry the ball. Although this may seem justified by circumstances on a wet field, the *Referee* should judge as to the real intent, and if he feels that the main purpose is to lengthen the playing time he shall instruct the Timekeeper not to stop the watch.

ARTICLE 5. No delay arising from any cause whatsoever shall continue more than two minutes.

PENALTY—Refusal of either team to play within 2 minutes after having been ordered to do so by the Referee—Forfeiture of the Game.

(A.R.) Captain of Team A (or B) has called for time out and his two minutes have elapsed. Captain of Team B (or A) agrees that he may have a minute more. *Ruling:* Play must be resumed forthwith, as no delay may continue for more than two minutes.

ARTICLE 6. Time shall not be called at the end of a period until the ball is dead, but in the case of a touchdown the try-for-point shall be allowed. In case of a fair catch after time has expired the free kick only shall be allowed, but time shall not be called until the ball is declared dead. Time extended

(A.R.) With a period about to end, the team in possession of the ball makes a play. The opponents commit a foul, time expiring during the play. *Ruling:* The penalty is to be enforced. The period must continue until a play has been made free from interference by any foul committed by defensive team, unless the penalty is declined. It should be noted that this applies only to fouls committed by the team on defense, but does not apply if both teams commit fouls.

THE PLAYERS, SUBSTITUTES, AND THEIR EQUIPMENT

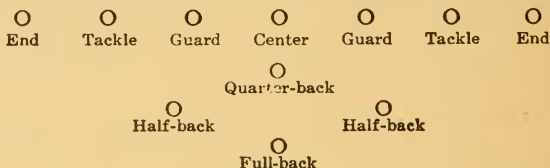
RULE 5

Section 1. Number of Players

The game shall be played by two teams of eleven men each. A Field Captain must be designated for each team.

Note—The following diagram is inserted for the purpose of designating the positions of the players.

NAMING OF PLAYERS IN CUSTOMARY POSITION ON OFFENSE



Section 2. Substitutes

A player may be substituted for another at any time, but a player withdrawn from the game may not return in the same period or intermission in which he was withdrawn. An incoming substitute must report to the Umpire. Until after the ball has been put in play he shall not communicate with anyone other than the officials, except that a man substituted for a player previously giving signals may give the signal. (See Rule 4, Section 3, Article 2.)

PENALTIES: For not reporting—Loss of 5 yards.

For communicating—Loss of 15 yards.

For illegal return—The player shall be suspended from the game and his team shall be penalized 15 yards.

These penalties shall be enforced from the spot where the ball was about to be put in play.

SUPPLEMENTAL NOTES

(Section 2)

At the start of the second half, players are not required to report and there are no restrictions on communicating.

After a player has reported to the Umpire and the change has been approved by his Field Captain, the substitution shall be considered completed.

Information in regard to change in position of players may be given through the *Umpire*.

SPECIAL NOTES

The Committee suggests that competing colleges by mutual agreement authorize the Coaches to assume all responsibility for the legality of substitutions. This would speed up play by relieving the Umpire of keeping a record of players who enter and leave the game.

By mutual agreement, Preparatory and High School teams may adopt more liberal regulations regarding substitutions, except that no player who has been disqualified or suspended shall be allowed to return to the game.

Section 3. Equipment

No player shall wear equipment which in the opinion of the officials endangers or confuses other players.

Thigh guards, shin guards and braces made of any hard or unyielding substance must be padded on the whole outside surface and overlapping all edges with felt, foam-rubber or other soft padding at least $\frac{3}{8}$ of an inch in thickness.

Knee pads and elbow pads made of hard or unyielding substance are forbidden.

All players must wear soft knee pads.

All players must wear minimum 6-inch Arabic numerals on front and minimum 8-inch Arabic numerals on back of jerseys, whose color must be in sharp contrast with the color of the jerseys.

PENALTY—Suspension, unless the fault is corrected within two minutes.

SUPPLEMENTAL NOTES

Equipment which is forbidden includes shoes with projecting nails or metallic plates, cleats made of metal or of material liable to chip or fracture, conical cleats the points of which are less than $\frac{3}{8}$ of an inch in diameter, or oblong cleats which measure less than $\frac{1}{4}$ by $\frac{3}{4}$ of an inch on the surface.

Any projecting metal or hard substance on a player's person, sole leather, papier mache or other hard or unyielding substance used in the construction of hand or wrist protectors is also forbidden.

(Section 3)

Taping of the hands shall not be allowed except for the protection of an injury, and then only by permission of the Umpire. If hands are bandaged the Coach must report the player and type of injury to the Umpire, before the game.

The Committee considers as "confusing" the use of head protectors or jerseys (or attachments) which are so similar in color to the ball that they give the wearers an unfair and unsportsmanlike advantage over their opponents. If such head protectors are worn, the solid color must be broken by at least two cross stripes of a markedly contrasting color at least one inch in width, and the solid color of such jerseys (or attachments) must be definitely broken by stripes or numbers of markedly contrasting color.

The use of grease or slippery substance on players is forbidden.

SPECIAL NOTE

The Committee recommends that head protectors or helmets be worn by all players and urgently requests that Coaches assume primary responsibility for the use of equipment which may be dangerous.

THE KICK-OFF RULE 6

Section 1. General Provisions

The opening play of a game shall be a Kick-off. The ball must also be put in play by a Kick-off after a Goal from the Field, after a Try-for-Point and at the beginning of the Third Period.

The restraining line for the team having the kick-off shall be its 40-yard line. The ball must be kicked off at any point on this line or from some point behind it. The kicking team, with the exception of a player holding the ball, must be in bounds and behind the ball when it is kicked. The opponents must be in bounds and behind their restraining line, and at least five players must remain within 5 yards of this line, until the ball is kicked. The ball must be kicked to or beyond the opponents' restraining line (unless it be touched by an opponent) in order to continue in play.

PENALTY: Violation of the kick-off formation—Loss of 5 yards by the offending team. Ball to be kicked off again, with new restraining lines established by the 5-yard penalty.

If the ball is recovered by a player of the receiving team before it is declared dead, he may run with it, pass it backward, or kick it; if the ball is legally recovered by a player of the kicking team, the ball is dead at the point of recovery. (Section 1)

SUPPLEMENTAL NOTES

After a ball has been kicked off, it is to be considered a "kicked ball" until it is declared dead.

If a return kick is made, Section 6 of Rule 7 applies.

(A.R.) On a kick-off one of the five players who must remain outside their own 45-yard line has one foot behind this line when the ball is kicked. *Ruling:* Violation of the kick-off formation.

Section 2. Kick-off Out of Bounds

ARTICLE 1. If the ball goes out of bounds between the goal lines (except after being caught and fumbled or kicked by a player) the opponents shall have the option of putting it in play by a scrimmage anywhere on their 35-yard line or at a point 15 yards in from where the ball crossed the side line.

If a foul (other than a violation of the kick-off formation) occurs while the ball is still within the boundary lines the penalty shall be enforced from the spot of the foul.

The penalty for violation of the kick-off formation or for a foul committed after the ball has gone out of bounds shall be enforced from the spot of the succeeding play.

SUPPLEMENTAL NOTE

After a kick-off which goes out of bounds the ball must always be put in play by a scrimmage.

ARTICLE 2. If the ball crosses the goal line and then goes out of bounds back of the goal line, or if it is declared dead in the end zone, Rule 9 governs.

ARTICLE 3. When the ball passes into the possession and control of a player, is fumbled or passed backward and then goes out of bounds

(Section 2) between the goal lines, it shall belong to the team which last touched it in the field of play or end zone at the point where it crossed the side line. (See Rule 7, Section 8.)

ARTICLE 4. No player of the kicker's team who goes out of bounds during a kick-off may touch or recover the ball until after it has passed into the possession and control of the other team.

PENALTY—Loss of ball to opponents.

THE SCRIMMAGE

RULE 7

Section 1. Necessary Gain On Downs

10 yards in
4 downs

ARTICLE 1. If in four consecutive downs a team, having continuously had the ball in its possession, shall not have advanced the ball 10 yards, it shall go to the opponents on the spot of the fifth down, except as provided in Article 2.

Continuity of
downs broken

ARTICLE 2. The ball shall not be considered as having been "continuously in possession":

(a) When the ball, after having passed into the actual possession and control of the other team, is recovered before it is declared dead;

(b) When the ball has been kicked across the line of scrimmage and legally recovered by the kicking team.

Position
of ball in
measuring

ARTICLE 3. The forward point of the ball in its position when declared dead on the field of play shall be taken as the determining point in measuring the distance gained. The ball shall not be rotated when measuring.

(A.R.) Fourth down, 8 yards to go. Player of Team A throws forward pass. Player of Team B attempts to ground ball, but knocks it into hands of player of Team A, who is downed with net gain of 5 yards. Captain of Team A claims first down. *Ruling:* Team B's ball, as it did not pass into actual possession and control of Team B.

(A.R.) Full-back of Team A on first down plunges through line and, when tackled, fumbles. Player of Team B attempts to pick up ball, juggles it momentarily, but fails to gain possession of it, and player of Team A then secures it and is downed 8 yards in advance of where ball was put in play. *Ruling:* Second down, 2 yards to gain. (Section 1)

(A.R.) Team A kicks the ball beyond the line of scrimmage, but it is blown back by a strong wind before it has touched the ground or an opponent, and is recovered by the kicker behind his own line of scrimmage. *Ruling:* Ball did not cross the line of scrimmage and kicker may advance it.

Section 2. Position of Players

ARTICLE 1. In a scrimmage the team in possession of the ball must have seven or more players on the line of scrimmage when the ball is snapped. (See Rule 3, Section 18.)

On line of
scrimmage

All other players of the team, except the man who first receives the ball from the snapper-back, must be at least one yard back of the line of scrimmage when the ball is snapped.

Back of line
of scrimmage

PENALTY—Loss of 5 yards from spot where ball was put in play.

SUPPLEMENTAL NOTE

Players who illegally lock legs are not considered to be on the line of scrimmage.

(A.R.) Player of Team A has one foot and the opposite hand within one foot of a vertical plane passing through the end of the ball nearest him, but the hand is not on the ground. *Ruling:* Player is in legal position.

(A.R.) Quarter-back of Team A takes a position back of center (a) less than one yard back of the scrimmage line or (b) with his feet one yard back of the scrimmage line but with his hands thrust forward as though to receive the ball, his hands being less than a yard behind the scrimmage line of Team A. The ball is snapped directly at a half-back. *Ruling:* Illegal scrimmage formation and Team A is penalized. The positions of the backfield men of Team A are determined by a vertical plane one yard back from the scrimmage line of Team A and only the back-field man who first receives the ball from the snapper-back may have any part of his body ahead of this plane.

ARTICLE 2. No player of either team may encroach upon the neutral zone after it has been established, or be ahead of his line of scrimmage when the ball is snapped, except the snapper-

No encroach-
ment on
neutral zone

(Section 2) back, who when snapping the ball may have his head and hands ahead of this line.

PENALTY—Loss of 5 yards from spot where ball was put in play, the down and the point to be gained remaining the same.

(A.R.) Team A's line shifts through the neutral zone, thus preventing defensive linemen from assuming their positions. *Ruling:* Encroachment on neutral zone.

Center, guards
and tackles

ARTICLE 3. A player ordinarily occupying the position of center, guard or tackle on offense (unless permanently shifted into the backfield) may not be behind the line of scrimmage on offense at the time the ball is put in play unless he is at least 5 yards back of his line.

PENALTY—For player in illegal position: Loss of 5 yards from spot where ball was put in play.

SUPPLEMENTAL NOTES

Upon request of the Referee or Umpire a Field Captain must designate the center, guards and tackles of his team when on offense.

"Permanently" as used in this article means that a lineman so shifted into the backfield may not return to the position of center, guard or tackle during that game.

Only one
player in
motion

ARTICLE 4. All players of the team in possession of the ball must be stationary in their positions, without movement of the feet or swaying of the body, head or arms at the instant the ball is put in play, except that one player of this team may be in motion (either directly or clearly in an oblique direction) toward his own end line.

If a player is moving out of the line of scrimmage toward his own end line, he must at the instant the ball is put in play be at least 5 yards back of the line of scrimmage.

PENALTY—Loss of 5 yards from the spot where the ball was put in play. In case of doubt this penalty shall be enforced.

(A.R.) At the time the ball is passed from the center a player of Team A is in motion along the scrimmage line. *Ruling:* Player illegally in motion.

(A.R.) Team A lines up with more than seven players on scrimmage line. One of these players on the line runs around behind the center in order to lead interference,

and at the instant ball is passed is only 3 yards behind scrimmage line. *Ruling:* Player illegally in motion. If player had been 5 or more yards behind the scrimmage line at the moment the ball was put in play, the play would have been legal. (Section 2)

ARTICLE 5. In all shift or huddle plays, all (eleven) players of the team in possession of the ball must come to an absolute stop and must remain stationary in their positions, without movement of the feet or swaying of the body, head or arms, for a period of at least one second *before the ball is put in play.* Stop after shift

PENALTY—Loss of 15 yards from spot where ball was put in play. In case of doubt this penalty shall be enforced.

SUPPLEMENTAL NOTE

It is suggested that the Referee carry a split-second watch and use it sufficiently to assure himself that this rule is being complied with. In the absence of a watch this period may be measured conveniently by counting "1-2-3-4-5-6" rapidly.

(A.R.) A single man in motion is not considered a shift play, but if he is in motion towards the opponents' goal line or parallel thereto when the ball is snapped his team is penalized 5 yards under Article 4. On all huddle and shift plays, one or more men failing to come to a full stop for a second draw a penalty of 15 yards under Article 5; but if all players come to a legal stop and then one or more men start again before the ball is snapped, the play is judged under Article 4, unless the judgment of the officials is that the movement is a second shift, in which case Article 5 applies. **EXAMPLES:**

A. An end of Team A moves out along the line of scrimmage one or more steps and does not come to a full stop of at least one second's duration before the ball is put in play. *Ruling:* Play legal; but he must be stationary at the moment the ball is put in play.

B. Team A shifts and comes to a stop for one second; then an end changes his position on the line and stops for less than a second before a wing-back pivots and comes in on the tackle. *Ruling:* Play legal provided the end has stopped before the wing-back pivots and provided the wing-back is moving either directly or clearly in an oblique direction toward his own end line at the moment when the ball is put in play. If the end and back are in motion simultaneously and the ball is put in play before both have come to an absolute stop for a period of at least one second, the 15-yard penalty must be enforced, for the two men in motion simultaneously constitute a shift. If the end was stationary when the wing-back started in motion and then the wing-back is in motion forward at the moment when the ball is put in play, the 5-yard penalty must be enforced as provided for in Article 4. (The same rulings would apply if no shift preceded.)

(Section 2)

C. After a shift or huddle the players who participated in it remain stationary, but a player who did not shift or huddle starts in motion backward (as provided for in Article 4) before the lapse of one second. *Ruling:* That after a shift or huddle *all* (eleven) players of the team in possession of the ball must come to an absolute stop and remain stationary in their positions without movement of the feet or swaying of the body, head or arms for a period of at least one second before the ball is put in play or before the one man in motion (as provided for in Article 4) may start.

D. Following a shift or huddle, two or more players take positions from which they advance or drop to their final positions. *Ruling:* This constitutes a shift.

E. After Team A shifts (or huddles) and takes its position for the scrimmage, a tackle of Team A charges into the neutral zone before a period of at least one second has elapsed and the ball is put in play. *Ruling:* The penalty is 15 yards, as provided for under Article 5, for the reason that *all* players of Team A did not remain stationary in their positions for a period of at least one second after the shift (or huddle).

ARTICLE 6. No player may be out of bounds when the ball is put in play.

PENALTY—Loss of 5 yards from the spot where ball was put in play.

Section 3. Putting Ball in Play

Ball put in
 play by
 scrimmage

ARTICLE 1. The ball shall be put in play by a scrimmage unless otherwise specifically provided. PENALTY—Loss of 5 yards.

Illegal attempt
 to put ball
 in play

ARTICLE 2. If a foul is declared, the ball shall not be put in play until the penalty therefor is either enforced or declined.

ARTICLE 3. A scrimmage shall not be considered as begun if the snapper-back does not hold the long axis of the ball as specified in Rule 3, Section 29, or if he moves the ball as if to snap it (whether he withholds it altogether or only momentarily). PENALTY—Loss of 5 yards.

False start

ARTICLE 4. If any player of the team in possession of the ball makes a deliberate attempt by a false start, unusual variation of starting signals or shift plays to draw an opponent off-

side, the ball, if snapped, shall not be regarded as in play or the scrimmage as begun. (Section 3)

PENALTY—Loss of 5 yards. If the Referee is in doubt as to the intent, he may waive the penalty and order the ball to be put in play again. The penalty may be enforced whether or not the ball is snapped.

SUPPLEMENTAL NOTE

Any movement of the body or arms by a single player, or by several players in unison, which tends to draw opponents off-side is to be regarded as a false start.

(A.R.) Team A after having played for some time using starting signals (or shift plays) with ordinary variations, employs an unusual variation which results in drawing an opponent off-side. *Ruling:* Team A penalized 5 yards.

ARTICLE 5. Before the ball is put in play, no player of either team shall interfere with an opponent so as to delay putting the ball in play, nor shall players on defense touch the snapper-back or the ball.

PENALTY—Loss of 5 yards.

ARTICLE 6. The ball when put in play by the snapper-back must first be passed to a player who was not on the line of scrimmage when the ball was snapped, but any player may recover the ball if it strikes the ground. Any player who first legally receives the ball may run with, pass or kick it.

**Player first
receiving
ball from
snapper-back**

PENALTY—For player illegally receiving the ball from the snapper-back—Loss of 5 yards.

ARTICLE 7. When the ball in play goes out of bounds between the goal lines (except on forward pass or kick-off), or becomes dead within 15 yards of a side line, it shall be put in play at a spot 15 yards from that side line and on a line drawn at right angles to the side line through the point where the ball became dead.

**Putting ball
in play after
out of bounds**

Section 4. Backward Pass and Fumble

ARTICLE 1. A player may at any time pass (hand or throw) the ball in any direction ex-

(Section 4) cept toward his opponents' goal (see Section 5), and any player of his team may catch such a pass, or recover the ball if it is muffed, fumbled or strikes the ground, and may run with it, pass it backward, or kick it.

ARTICLE 2. If the team in possession of the ball makes a backward pass or fumbles the ball, and the ball after striking the ground is then recovered by an opponent, it is dead at the point of recovery and may not be advanced. If the ball is recovered before striking the ground it may be advanced.

ARTICLE 3. If a backward pass or a fumble goes out of bounds, Section 8 governs.

Section 5. Forward Pass

**Legal
forward pass**

ARTICLE 1. One forward pass may be made during each scrimmage by the team which put the ball in play from scrimmage, provided the passer is at least 5 yards behind his line of scrimmage.

PENALTIES: (1) Forward pass by team which did not put the ball in play by a scrimmage—Loss of 15 yards unless it occurs back of their goal line, in which case it scores a safety against them. The penalty may be declined if the pass is intercepted or if it is incompletd on or behind the passer's goal line.

(2) Forward pass made by player from less than 5 yards behind his scrimmage line or for second forward pass during same play—Loss of a down, the ball to be put in play at spot of preceding down. This penalty may be declined if the pass is intercepted or if it is incompletd on or behind the passer's goal line.

SUPPLEMENTAL NOTES

When a forward pass is made by the team which did not put the ball in play, or when a forward pass is made from beyond the line of scrimmage by the team which put the ball in play, the rules governing eligibility and interference do not apply. On such passes the ball, if not inter-

cepted, is dead as soon as it strikes the ground or is caught by a player of the passing team. (Section 5)

When an illegal forward pass is made by a player on or behind his scrimmage line, the pass if not intercepted is dead as soon as it strikes the ground or is caught by a player of the passing team.

ARTICLE 2. *Item 1.* A forward pass may be touched or caught only by an eligible player. All the opponents are eligible. The players on the ends of the line and players who are at least one yard back of the line of scrimmage of the passing team when the ball is snapped are eligible (provided they do not go out of bounds) unless and until one of them touches the ball, when he only of his team remains eligible. If, however, an opponent touches the ball then all players become and remain eligible.

**Eligible
receivers
of pass**

Item 2. If the ball strikes the ground in the field of play, or in the end zone, or any obstruction on or back of the goal line, or touches or is touched by an ineligible player, or a second originally eligible player of the passer's team, or goes out of bounds, the pass is incomplete and the ball becomes dead.

**Incomplete
pass**

Any forward pass (except on fourth down) which becomes incomplete by striking the ground, a second originally eligible player of the passer's team or any obstruction on, above or behind the opponents' goal line, or by going out of bounds after crossing the goal line, shall be penalized as though it became incomplete in the field of play. Any forward pass on fourth down which becomes incomplete in any of these ways on, above or behind the opponents' goal line is a touchback.

Any forward pass which becomes incomplete by striking an ineligible player inside the opponents' 10-yard line may be a touchback if the opponents so elect. (See Penalty No. 2.)

(Section 5) A forward pass which becomes incomplete behind the passer's goal line is a safety.

PENALTIES: (1) Forward pass striking the ground in field of play, going out of bounds before crossing goal line, touching or being touched in the field of play by second (originally eligible) player of passer's team—Loss of a down, the ball to be put in play at spot of preceding down. This penalty **MAY NOT** be declined.

(2) Forward pass which touches or is touched in the field of play or end zones by a player originally ineligible, or one who has become ineligible through going out of bounds—Loss of ball to opponents at spot of preceding down. This penalty **MAY NOT** be declined, but the offended team shall have the option of selecting a touchback, should this occur inside their 10-yard line.

SUPPLEMENTAL NOTES

A player who is more than one foot but less than one yard behind the line of scrimmage when the ball is snapped is not eligible to receive a forward pass.

A guard or tackle who has dropped back, but who is not at least 5 yards behind the line of scrimmage when the ball is snapped, is not eligible to receive a forward pass and if he touches or is touched by such a pass the opponents have the choice of penalties.

A player who has become ineligible by going out of bounds recovers his eligibility if and when the pass is touched by an opponent.

When a team makes a forward pass the ball is considered to be in its possession unless and until the pass has been declared incomplete or has been recovered by the opponents.

If the pass is caught simultaneously by two eligible players of opposing teams, the ball shall belong to the passer's team.

The term "ineligible player" is used to designate a player originally ineligible or one who has become so by going out of bounds.

(A.R.) On a forward pass from the field of play, an eligible player of Team A runs over the end line, turns and catches the ball in the end zone. *Ruling:* The pass is not completed; the eligible player became ineligible when he went out of bounds.

(A.R.) A forward pass is apparently caught simultaneously by two eligible players of the passer's side. *Ruling:* The pass is incomplete.

(A.R.) On a forward pass a player jumps and catches the ball, landing on or outside the side line or the end line. *Ruling:* The pass is incomplete. (Section 5)

(A.R.) Eligible player of Team A touches a forward pass and the ball is then caught or touched by one of the originally *eligible* players of Team A. *Ruling:* Penalty 1.

(A.R.) Eligible player of Team A touches a forward pass and the ball is then caught or touched by one of the originally *ineligible* players (or one who has gone out of bounds) of Team A. *Ruling:* Penalty 2.

(A.R.) Eligible player of Team A touches a forward pass and the ball is then touched by a player of Team B. Another player of Team A then recovers the ball before it strikes the ground. *Ruling:* Legally completed pass. As soon as the pass is touched by the defense all players become eligible receivers.

(A.R.) The quarter-back of Team A, who is in a position more than one foot but less than one yard back of the scrimmage line, receives the ball from the snapper-back, passes it to a half-back and later receives the ball on a forward pass. *Ruling:* Penalty 2.

(A.R.) Team A half-back standing on his own 5-yard line makes a forward pass which is batted back across his goal line by an opponent, striking the ground on or behind the goal line. *Ruling:* Safety.

(A.R.) Team A makes a forward pass which caroms off an ineligible player (or the second originally eligible player of the passer's team) into the hands of a Team B player, who advances the ball. *Ruling:* The run is not allowed as the pass is incomplete and the ball is dead.

ARTICLE 3. A forward pass may not be thrown to the ground intentionally to save loss of yardage. **Intentional grounding of pass**

PENALTY—Loss of a down, the ball to be put in play 15 yards back of the spot of the preceding down. This penalty MAY NOT be declined.

SUPPLEMENTAL NOTE

Intentionally grounded forward passes which become incomplete on, above or behind the goal lines are to be ruled the same as any other incomplete forward pass.

ARTICLE 4. During a forward pass play (whether or not the pass crosses the line of scrimmage) there shall be no interference whatsoever beyond the line of scrimmage with any player of either team who is eligible to catch the pass, except such interference as may occur when two or more eligible players make a simultaneous and bona fide effort to catch or bat the ball. **Interference with eligible player**

(Section 5)

If on a forward pass which has crossed the line of scrimmage, ineligible players who have crossed this line obstruct the right of way or view of opponents or if they are in advance of the spot where the pass becomes completed, incompleting or intercepted, it is interference.

Interference by players of the passing team who have crossed the line of scrimmage is prohibited from the time the ball is snapped until the pass is touched.

Interference by opponents is prohibited from the time the pass is made until it is touched.

PENALTIES: (1) Illegal interference by passing team—Loss of 15 yards from spot of preceding down, the play to count as a down. In case of doubt the penalty shall be enforced. If the foul occurs behind the goal line of the opponents, it is a touchback.

(2) Illegal interference by team which did not make pass—Ball goes to opponents at spot of foul as first down. In case of two fouls the spot shall be the one nearer the offending team's goal line. Illegal interference behind its goal line by the defending team gives the ball to the opponents on the defending team's 1-yard line, first down.

SUPPLEMENTAL NOTE

During a forward pass play, it must be remembered that defensive players have as much right to the ball as eligible opponents and bodily contact, however severe, between players who are making a bona fide and simultaneous attempt to catch or bat the ball shall not be construed as interference.

(A.R.) A lineman on Team A charges, driving an opposing lineman back a yard from the line of scrimmage. He continues to block the opposing lineman and a forward pass develops from the play. *Ruling:* No interference, as this rule is not intended to cover the charging and blocking of opposing linemen.

(A.R.) On a forward pass which crosses the line of scrimmage, an ineligible player who has crossed the line of scrimmage runs into the same zone and in the vicinity of the player of his team who is attempting to catch the pass.

Ruling: Interference. Ineligible players may not be in that part of the field to which the pass is thrown. (*Section 5*)

SPECIAL NOTE

Last year the rules contained a note asking the coaches to assume the responsibility of keeping ineligible players away from that part of the field to which a forward pass is thrown. While conditions in this respect are still far from satisfactory, reports show considerable co-operation by coaches, so the Committee decided to hold in abeyance action requiring ineligible players to remain on the line of scrimmage.

(A.R.) A player of Team B defending against a forward pass has his back to the ball and is waving his arms in front of the face of an eligible receiver of Team A, who in his attempt to catch the ball bumps into the Team B player. *Ruling:* Interference by Team B player, as he was not making a bona fide attempt to catch or bat the ball.

Section 6. Kicks from Scrimmage

ARTICLE 1. During a scrimmage the team in possession of the ball may punt, drop-kick, or place-kick, and the receiving team may recover, run with, pass backward, or kick the ball. After the ball is kicked across the line of scrimmage (even though it be partially blocked), no player of the kicker's team may touch or recover it until it touches an opponent. If the ball is kicked from a point beyond the line of scrimmage, or if a return kick is made, no player of the team which last kicked the ball may touch or recover it until it touches an opponent.

If the kicking team legally recovers the ball, it may not be advanced except as provided in Article 2.

PENALTY—For kicking team illegally touching the ball: Loss of ball to opponents at spot of the foul. **SUPPLEMENTAL NOTES**

After a kick from scrimmage, the ball is to be considered a "kicked ball" until it is declared dead.

If a return kick is made the privileges of, and restrictions upon, the players of the two teams are reversed.

If after the ball has been illegally touched by a player of the kicking team there is a personal foul by the opponents, the Field Captain of the kicking team may refuse the penalty.

(Section 6)

(A.R.) Team A kicks and a player of Team B catches the ball and, after a run of 20 yards, fumbles and the ball before touching the ground is recovered by player of Team A, who attempts to advance it. *Ruling:* Team A's ball at point of recovery.

(A.R.) Team A kicks and Team B makes a return kick; a player of Team A catches the return kick, and after a run of 20 yards, fumbles and the ball before touching the ground is recovered by player of Team B, who attempts to advance it. *Ruling:* Team B's ball at point of recovery, as Team B was the last team to kick the ball.

ARTICLE 2. A ball kicked from scrimmage, which for any reason does not cross the line of scrimmage, may be recovered and advanced by any player.

SUPPLEMENTAL NOTES

When after such a kick the ball, without crossing the scrimmage line, goes into possession and control of any player it is no longer to be considered a "kicked ball" and the first Supplemental Note under Article 1 does not apply.

No player of either team pushed by an opponent into a kicked ball lying loose shall be deemed to have touched it unless his hand or hands touched the ball.

When the ball is kicked during scrimmage and becomes dead by going out of bounds, Rule 7, Section 8, shall govern, and if it becomes dead back of the goal line, Rule 9 shall govern.

(A.R.) During a scrimmage the ball is being held for a place-kick by Team A and the kicker delays sufficiently to permit a player of Team B to reach the ball and kick it. *Ruling:* That this is not a free ball and the player of Team B may kick it, but neither he nor any other player of his team may recover the ball until it has been touched by a member of Team A.

(A.R.) Team A punts and the ball comes to rest on the ground and no player of either team makes any attempt to secure it. *Ruling:* Team B's ball.

Section 7. Dead Ball

When ball
is dead

ARTICLE 1. The ball is dead and shall be so declared by the Referee:

(a) When a player legally in possession and control of the ball goes out of bounds, cries "down," or is so held that his forward progress is stopped, or (except the holder of the ball in a place-kick) when any portion of his person except his hands or feet touches the ground;

(b) When it goes out of bounds;

(c) When a forward pass becomes incomplete, or when an illegal forward pass is caught by the passing team; (Section 7)

(d) When a backward pass or fumble strikes the ground and is recovered by an opponent;

(e) When any kicked ball (other than one from a kick-off, free kick, or one which later scores a goal from the field) goes over the goal line before being touched by a player of either team and strikes the ground, a player, or any obstruction behind the goal line;

(f) When a kicked ball is legally recovered by the kicker's team, except as provided in Rule 7, Section 6, Article 2;

(g) After an attempt has been made to score by a try-for-point;

(h) When a down, fair catch, touchdown, touchback, safety, goal, or try-for-point has been made, or when a signal for a fair catch has been made and the ball is caught by another player;

(i) If the Referee sounds his whistle, even though inadvertently.

(A.R.) A player legally recovers a free ball by falling on it. *Ruling:* Ball is dead at point of recovery.

(A.R.) Player of Team A receives ball from snapper-back, holds it as for a place-kick, allowing his knee to touch the ground, then kicks, passes or runs with the ball. *Ruling:* Penalty 5 yards from position of ball when his knee touched the ground.

ARTICLE 2. When the ball has been declared dead it shall be put in play at the farthest point to which it has been advanced unless otherwise provided in the rules. **Where ball is dead**

(A.R.) Player of Team A carrying ball is downed or falls on his opponents' one-yard line and his momentum causes him to slide across the goal line. *Ruling:* Not a touchdown unless the forward point of the ball is on, above or across the goal line at the moment the runner struck the ground.

ARTICLE 3. The ball does not become dead by striking an official while he is within the field of play or end zones.

Section 8. Possession of Ball After Out-of-Bounds

ARTICLE 1. Any kicked ball in play (unless caught by a player and then fumbled) except a kick-off, which goes out of bounds between the goal lines, shall belong to the team receiving the kick at the point where it crossed the side line.

ARTICLE 2. *Item 1.* On a backward pass or a fumble, if the ball goes out of bounds between the goal lines, it shall belong to the team whose player last touched it in the field of play or end zone, at the point where it crossed the side line.

Item 2. If such passed or fumbled ball shall have been last touched simultaneously by opposing players in the field of play or end zone, it shall belong to the team which did not put it in play.

Note—This Article does not apply to forward passes.

THE FAIR CATCH AND THE FREE KICK

RULE 8

Section 1. Fair Catch

ARTICLE 1. No player of the team any member of which has made a signal for a fair catch shall be allowed to run with the ball unless it shall have touched the ground or an opponent.

(A.R.) Player of Team B signals for fair catch, muffs the ball, but picks it up and runs for a touchdown. *Ruling:* Touchdown. A muffed ball which touches the ground is a free ball and the rules governing fair catch do not apply.

(A.R.) On a kick two men signal for a fair catch. The first muffs and the second catches the ball before it strikes the ground. *Ruling:* Fair catch. The player may not run with ball.

(A.R.) Player of Team B signals for fair catch, muffs the ball, and another player of Team B, who did not signal, catches the ball before it strikes the ground. *Ruling:* It is not a fair catch. Ball is dead at spot where caught.

ARTICLE 2. No player attempting to make a fair catch shall take more than two steps after catching the ball. (Section 1)

PENALTY—Loss of 5 yards from the spot of the catch; the ball to be put in play by a scrimmage, first down, 10 yards to gain.

ARTICLE 3. When a player has an opportunity to make a fair catch, opponents shall not interfere with him or the ball, even though they be eligible to recover the ball.

PENALTY—Loss of 15 yards; the offended team to have the fair catch whether or not the ball was caught.

SUPPLEMENTAL NOTE

It must be borne in mind that a player running toward a kicked ball in the air has the right of way, and opponents must get out of his way, as otherwise they may interfere with his opportunity to make a fair catch.

(A.R.) Player of Team B is about to catch punt. Just before ball reaches his hands he is tackled by player of Team A, but catches the ball while falling. *Ruling:* Interference with player having opportunity to make fair catch. *Referee* allows fair catch and penalty even though man did not signal. Same ruling would apply if he fumbles ball.

(A.R.) End of Team A is down field on punt and is struck by the ball before it touches the ground, while standing in front of player of Team B, who is ready to make catch. *Ruling:* Team A penalized 15 yards and Team B awarded fair catch whether ball is caught or not.

(A.R.) Player of Team A who has crossed the line of scrimmage is struck by a kicked ball before it strikes the ground, but no opponent is so located that it would be possible for him to reach the ball before it touches the ground. *Ruling:* No interference with opportunity for fair catch.

ARTICLE 4. No player who has made a fair catch shall be tackled or thrown to the ground by an opponent.

PENALTY—Loss of 15 yards.

ARTICLE 5. After a fair catch the ball may be put in play at the mark of the catch by a free kick or scrimmage. The Field Captain of the team which has made the catch shall elect the method of putting the ball in play and his choice shall not be revocable.

Section 2. Putting Ball in Play on Free Kick

ARTICLE 1. On free kick following fair catch, the ball shall be put in play by a punt, drop-kick or place-kick, either from the mark of the catch or from a point directly back of the mark. (See Rule 7, Section 3, Article 7, for exception.)

On free kick following safety, the ball shall be kicked from any point on the 20-yard line or from any point back of it. (See Rule 9, Section 4, Article 3.)

ARTICLE 2. The restraining line for the kicking team, therefore, is the mark of the catch after a fair catch, and the 20-yard line after a safety.

ARTICLE 3. After the Referee blows his whistle for play to start, the players of the kicking team except the holder of the ball in a place-kick shall be in bounds and behind the ball when it is kicked.

PENALTY—Loss of 5 yards, which is enforced by establishing new restraining lines for both teams 5 yards nearer the goal line of the kicking team.

SUPPLEMENTAL NOTES

The restraining line of the kicking team should never be placed inside the 1-yard line.

After a free kick the ball is to be considered a "kicked ball" until it is declared dead. If a return kick is made, Section 6 of Rule 7 applies.

ARTICLE 4. No player of the kicker's team who goes out of bounds while the ball is in play during a free kick may touch or recover the ball, until after it has passed into the possession and control of the other team.

PENALTY—Loss of ball to opponents at spot of foul.

ARTICLE 5. On free kick after fair catch, the (Section 2)
restraining line for the receiving team is established 10 yards in advance of the mark of the catch; on free kick following safety, the 30-yard line is the restraining line of the receiving team. After the Referee blows his whistle for play to start, no player of the receiving team shall be out of bounds or advance beyond his restraining line and five players must remain within 5 yards of this line until the ball is kicked.

PENALTY—Loss of 5 yards, which is enforced by establishing new restraining lines for both teams 5 yards nearer the end line of the offending team.

Note—The penalty in this article is to be enforced although it results in placing the offending team behind its goal line. A second offense behind the goal line is to be penalized exactly as if it had occurred inside the field of play.

ARTICLE 6. In case of a free kick, the ball must be kicked to or across the restraining line of the opponents, unless it is touched by an opponent, in order to continue in play.

ARTICLE 7. *Item 1.* If the ball goes out of bounds between the goal lines, it shall be ruled the same as a kick from scrimmage. (See Rule 7, Section 8.)

Item 2. If the ball crosses the goal line and then goes out of bounds back of the goal line or if it is declared dead in the end zone, Rule 9 governs.

Item 3. If the ball is recovered by a player of the receiving team before it is declared dead, he may run with it, pass it backward, or kick it; but if it is legally recovered by a player of the kicker's team, the ball is dead at the point of recovery.

SCORING

RULE 9

Section 1. Value of Scores

The game shall be decided by the final score at the end of the four periods. The following shall be the value of plays in scoring:

Touchdown	6 points
Successful try-for-point ...	1 point
Goal from the field	3 points
Safety by opponents	2 points

The score of a forfeited game shall be 1 to 0 in favor of the offended team.

Section 2. Touchdown

This, the principal score of the game, is made by carrying the ball on, above or across the opponents' goal line or by completing a forward pass in the opponents' end zone, or by legally recovering the ball on the goal line or in the end zone of the opponents.

Section 3. Try-for-Point After Touchdown

ARTICLE 1. A team which has made a touchdown may add one additional point to its score by putting the ball in play by a scrimmage from any point on or outside the 2-yard line, and by successfully executing in a single play any one of the following:

(a) Kicking a goal from the field.

If the kick fails to score a goal, the ball becomes dead, except as provided in Rule 7, Section 6, Article 2.

(b) Carrying the ball on, above or across the opponents' goal line. (Section 3)

If a fumble occurs and the ball is legally recovered by the team making the "try," play shall continue until the ball is dead, as elsewhere provided in the rules.

(c) Completing a forward pass in the opponents' end zone.

ARTICLE 2. If a foul occurs during the "try" the usual penalty shall be enforced and the "try" may be made again, unless the offended team declines the penalty.

SUPPLEMENTAL NOTES

The try-for-point starts when the Referee blows his whistle to indicate that play may begin.

If a foul occurs during the "try" while the ball is in the air from a kick, the ball shall be considered as still in possession of the kicking team.

Any play or foul which, under ordinary circumstances, would result in a safety, scores the point for Team A.

Any play or foul which, under ordinary circumstances, would result in a touchback, forfeits Team A's opportunity to score the point.

The penalty for a foul by Team B does not vitiate Team A's privilege of putting the ball in play at any distance from the side line it may elect.

(A.R.) On a try-for-point a player of Team A makes a forward pass from a point 3 yards back of his line of scrimmage or makes a legal forward pass which becomes incomplete in the end zone. *Ruling:* Loss of a down. Any penalty which involves the loss of a down forfeits the opportunity to score an additional point.

ARTICLE 3. If fouls are signaled against both teams on this play the "try" shall be played over. (See Rule 12, Section 3.)

ARTICLE 4. The team on defense may not score under any circumstances on this play.

ARTICLE 5. After a try-for-point the ball must be put in play by a kick-off. The team just scored on shall have the option of kicking off or of having their opponents kick off. This choice shall not be revocable.

Section 4. Safety

The safety, as its name implies, was originally a safety measure by which a team touched the ball down behind its own goal line in order to prevent the opponents from securing it and making a touchdown.

ARTICLE 1. Whenever the ball is declared dead in possession of a team on, above, or behind its own goal line, provided the impetus which sent it to or across the goal line came from the team defending that goal, it is a safety and scores 2 points for the opponents. Such impetus could come:

Item 1. From a kick, pass, snap-back, fumble or muff by any player of the team defending the goal.

Item 2. From a kick which bounds back from an opponent or a player of the kicker's team.

(A.R.) The ball is passed back from the field of play to a player of Team A standing in his own end zone, who kicks it, the ball going out of bounds before crossing the goal line. *Ruling:* Safety.

(A.R.) Team A kicks from point in front of or behind its own goal line; kick is blocked, rolls back of goal line and is recovered and downed by player of Team A in the end zone. *Ruling:* Safety.

(A.R.) Team A kicks from scrimmage and the ball after crossing the scrimmage line bounds back across Team A's goal line without having been touched by a player of Team B, and is recovered by Team A in its end zone, or goes out of bounds from the end zone. *Ruling:* Safety.

ARTICLE 2. When a player of the team in possession of the ball makes a forward pass which becomes incomplected behind his goal line, or when a player commits a foul which would give the ball to the opponents behind the offender's goal line, or commits a foul or makes an illegal forward pass the penalty for which would leave the ball in possession of his team

behind its own goal line, a safety shall be declared. The safety may be declined if declared as the result of a foul. (Section 4)

It is a safety if the ball, before becoming dead, goes out of bounds behind the goal line, provided the impetus which sent it across the goal line, was given by the team defending that goal.

(A.R.) There is a free ball in Team B's end zone. Player of Team B bats it or kicks it. *Ruling:* Safety.

(A.R.) A player of Team B recovers a ball (as on a kick-off) which he is entitled to advance and makes a forward pass from behind his own goal line. *Ruling:* Safety.

ARTICLE 3. After a safety the team making it shall put the ball in play by a free kick anywhere on its own 20-yard line or any point back of it, exactly the same as though a fair catch had been made at that point. (See Rule 8.)

Section 5. Goal from the Field

ARTICLE 1. A goal from the field may not be scored by a kick-off, but may be scored by any other place-kick or drop-kick made either from scrimmage or on a free kick after a fair catch.

If the ball passes over the crossbar or directly over one of the goal posts, or if after being kicked it strikes an opponent (either on the field of play or in the end zone) and then passes over the crossbar or one of the goal posts, it shall count a goal. In no case shall it count a goal if the ball after leaving the kicker's foot touches the ground, or any player of the kicker's team, before passing over the crossbar or goal posts.

(A.R.) A player of Team A who is about to hold the ball for a place-kick muffs or fumbles the pass from center and another player of his team kicks the ball while it is rolling on the ground, the ball going over the crossbar of the opponents' goal. *Ruling:* Penalty for kicking a free ball.

(A.R.) Team A makes a safety and after the play a member of Team B commits a foul involving disqualifica-

(Section 5) tion. Team A puts the ball in play by a place-kick from Team B's 40-yard line, the ball passing over the crossbar of Team B's goal. *Ruling:* Goal from the field. The free kick after a safety is exactly the same as though a fair catch had been made at the spot from which the ball is kicked.

ARTICLE 2. After a goal from the field the ball shall be put in play by a kick-off. The team just scored on shall have the option of kicking off or having the opponents kick off. This choice shall not be revocable.

Section 6. Touchback

Note—A Touchback, while not a score, is included in this rule because, like scoring plays, it is a case of a ball "in touch" which is declared dead behind the goal line.

ARTICLE 1. *Item 1.* A touchback is made when the ball in possession and control of a player guarding his own goal is declared dead by the Referee, any part of it being on, above, or behind the goal line, provided the impetus which sent it to or across the goal line was given by an opponent.

Item 2. It is a touchback when a kicked ball (other than one from kick-off, free kick, or one which later scores a goal from the field) goes over the goal line before being touched by a player of either team and strikes the ground, a player, or any obstruction on, above or behind the goal line.

Item 3. It is a touchback if a ball, before becoming dead, goes out of bounds behind the goal line, provided the impetus which sent it across the goal line was given by the team attacking that goal except as specified in Rule 7, Section 5, Article 2, Item 2.

Item 4. It is a touchback when a forward pass made on a fourth down becomes incomplete by striking the ground, a second originally eligible player of the passer's team or any obstruction on, above or behind the opponents' goal line.

Item 5. It is a touchback if any interference with the interception of a forward pass is committed behind the opponents' goal line by the team which put the ball in play. (Section 6)

Item 6. If a player commits a foul behind his opponents' goal line which would give the team defending the goal possession of the ball had the foul occurred in the field of play, or which after the penalty is enforced leaves the ball in possession of the offended team back of its goal line, a touchback shall be declared.

Item 7. It is a *touchback* if a player on defense permits a ball kicked by an opponent to touch his person and it then rolls across his goal line and is declared dead in his end zone in possession of any member of his team, or if the ball goes out of bounds from his end zone following such a play. It is *not* a touchback if such player juggles the ball so that he in any way forces it over the line and he or any player of his team then recovers it.

Item 8. It *may be* a touchback if the forward pass be touched by an ineligible man inside the opponents' 10-yard line.

(A.R.) Team A throws forward pass from field of play into end zone which is caught by player of Team B, who attempts to run but is tackled and downed in end zone. Captain of Team A claims safety. *Ruling:* Touchback.

(A.R.) Team A punts over scrimmage line and player of Team A illegally touches ball on Team B's 3-yard line and (1) permits it to roll over goal line; (2) follows the ball across the goal line and falls on it; (3) carries the ball which he has illegally recovered across the goal line. *Ruling:* In each case touchback, unless defenders elect otherwise.

(A.R.) Team A kicks off and ball rolls into end zone, after having been touched in field of play by player of Team B (no impetus being added nor decisive alteration in direction being caused by this action). Player of Team B picks up ball in end zone and starts to run, but is tackled before reaching the goal line. Captain of Team A claims safety. *Ruling:* Touchback.

(A.R.) Team A kicks off over goal line. Team B fumbles ball in end zone and in the effort to pick it up causes it to go out of bounds behind the goal line. *Ruling:* Touchback.

(Section 6) (A.R.) A fumbled ball rolls over the goal line and a defender of that goal is about to fall on it when an opponent kicks it away from him. *Ruling:* Touchback.

ARTICLE 2. After a touchback, the team making it shall put the ball in play by a scrimmage anywhere on its own 20-yard line.

CONDUCT OF PLAYERS

RULE 10

Section 1. Use of Hands, Arms and Body

**Helping
the runner**

ARTICLE 1. No player of the team in possession of the ball may help the runner except by interfering for him, and there shall be no interlocked interference.

PENALTY—Loss of 15 yards.

SUPPLEMENTAL NOTES

Grasping of teammate by runner is not permissible.

Pushing the runner or lifting runner from ground by teammate is infraction of the rule.

Interlocked interference means the grasping of one another by, or encircling the body to any degree with, the hands or arms of the players of the team in possession of the ball.

**Use of hands
and arms**

ARTICLE 2. The runner may ward off opponents with his hands and arms, but no other player of the team in possession of the ball may use his hands or arms (unless the arms be close to the body) to obstruct an opponent. Players of the team not in possession of the ball may use their hands and arms to get at the ball or the runner, but may not tackle or hold a player except in an actual attempt to get at or tackle the runner. When the ball is free, players who have a legal right to recover the ball may use their hands or arms to push opponents out of the way in order to get at the ball.

When the ball has been kicked, players of the kicker's team may use their hands and arms to ward off or push opponents who are attempting to block them.

PENALTIES: (1) For illegal use of hands or arms by players of team in possession of ball—*(Section 1)*
Loss of 15 yards.

(2) For illegal use of hands or arms by players of the team not in possession of ball—
Loss of 5 yards.

(3) For illegal use of hands or arms when the ball is free—Ball goes to offended team.

SUPPLEMENTAL NOTES

Description of illegal use of hands and arms by the team in possession of the ball:

- (a) Grasping an opponent with the hands and arms.
- (b) Placing the hands upon an opponent to push him away from a play.
- (c) Encircling with the arm in any degree any part of an opponent.
- (d) Using the arms in any way to lift an opponent in blocking.

SPECIAL NOTE

Players and officials should particularly note the distinctions brought out in Illustrations 11-26 and make sure that the rules governing the use of hands and arms are complied with.

(A.R.) Player of Team A who has made a forward pass and who is standing behind his own line of scrimmage, is tackled, thrown to the ground and held down by lineman of Team B. *Ruling:* Defensive holding; penalty 5 yards.

(A.R.) End of Team A plays wide with the evident intention of going down field under a kick or pass. End of Team B holds him without making an effort to advance toward the player with the ball. *Ruling:* Illegal use of hands by Team B.

ARTICLE 3. In case of a ball in the air from a pass, an eligible player of either team may bat the ball in any direction to prevent an opponent from securing it. In no other case may a player bat the ball toward his opponents' end line, nor may he bat a free ball in the end zone. **Batting free ball**

PENALTY—Loss of ball to opponents if foul occurs in field of play. If it occurs in the end zone, Rule 9 applies.

ARTICLE 4. A free ball may not be kicked or kicked at. **Kicking free ball**

PENALTY—Loss of ball to opponents if foul occurs in field of play. If it occurs in the end zone, Rule 9 applies.

[Note follows.

(Section 1)

SUPPLEMENTAL NOTE

If a free ball is kicked, unless a penalty for kicking is called and accepted, it is to be treated simply as though the ball had been touched.

(A.R.) A free ball is struck by a portion of a player's body other than his foot. *Ruling:* This is not to be considered as kicking a free ball.

ARTICLE 5. A player may not use a flying block or a flying tackle.

PENALTY—Loss of 5 yards whether or not contact is made with the opponent. If the offense is committed against a player who is making, or who has made, a forward pass, the penalty shall be enforced from the spot of the preceding down.

Section 2. Personal Fouls

Striking
Kneeing
Kicking

ARTICLE 1. *Item 1.* All players are prohibited from

(a) Striking with fists, locked hands or elbows;

(b) Kicking, kneeling or meeting with the knee;

(c) Striking on the head, neck or face with the heel, back or side of the hand, wrist or forearm.

PENALTY—Disqualification and loss by offending team of one-half the distance to its own goal line.

See Illustrations 27 and 28.

Item 2. Players on defense may not strike opponents on the head, neck or face with the palms of their hands, but they may use the palms above the shoulders to ward off or push such opponents in order to get at the ball or the player carrying it.

PENALTY—Loss of 15 yards.

Running into
or roughing
the kicker

ARTICLE 2. There shall be no running into or roughing a player who kicks from behind his scrimmage line.

PENALTIES—For running into the kicker—Loss of 5 yards.

For roughing the kicker—Loss of 15 yards. (Section 2)

For flagrant roughing of kicker—Loss of 15 yards and disqualification.

These penalties shall be enforced from the spot where the ball was put in play.

SUPPLEMENTAL NOTES

This rule is to protect the kicker from injury. If contact is slight, or is caused by the kicker's own motion, this shall not be interpreted as "running into the kicker."

If the kick develops from a running play, the kicker loses his special protection and is accorded only the same protection given any player.

(A.R.) Team B lineman breaks through and blocks or partially blocks a kick, but his charge carries him into the kicker, who is knocked down. Team A claims penalty for running into kicker. *Ruling:* As kicker was knocked down as an incidental part of a successfully executed play, there is no penalty.

ARTICLE 3. There shall be no piling up. **Piling up**

PENALTY—Loss of 15 yards.

ARTICLE 4. There shall be no hurdling. **Hurdling**

PENALTY—Loss of 15 yards.

ARTICLE 5. There shall be no unnecessary roughness. **Unnecessary roughness**
This shall include:

Item 1. Tripping, striking an opponent anywhere above the knee with the foot or any part of the leg below the knee, tackling the runner when clearly out of bounds, throwing to the ground the runner after the ball is dead, or any other act of unnecessary roughness.

PENALTY—Loss of 15 yards.

Item 2. Running or diving into or throwing oneself against a player obviously out of the play, before or after the ball is dead.

PENALTY—Loss of 15 yards.

SUPPLEMENTAL NOTE

The forward passer after the pass is made is often "obviously out of the play" and he is entitled to protection under this rule.

Item 3. There shall be no clipping. This, **Clipping** however, does not apply to close line play.

PENALTY—Loss of 15 yards.

SUPPLEMENTAL NOTES

Close line play is that which occurs in an area extending laterally to the positions usually occupied by the de-

(Section 2) fensive tackles and longitudinally 3 yards on either side of the lines of scrimmage.

It is entirely within the province of officials to designate and penalize as unnecessary roughness, acts other than those specified.

Crawling ARTICLE 6. There shall be no crawling by the runner, as defined in Rule 3, Section 5.

PENALTY—Loss of 5 yards.

Unsportsmanlike conduct ARTICLE 7. There shall be no unsportsmanlike conduct on the part of the players either during the game or between the halves. This shall include the use of abusive or insulting language to opponents or officials. Concealing the ball beneath the clothing, substituting any article for the ball, or making an invalid signal for a fair catch, shall be deemed unsportsmanlike conduct.

The calling by a player on defense of words or signals for the obvious purpose of disconcerting the offense may be deemed unsportsmanlike conduct.

PENALTY—Loss of 15 yards. If the ball was dead when the offense occurred, the penalty shall be enforced from the spot from which the ball would next be put in play had no foul occurred. If the ball was in play when the offense occurred, the penalty shall be enforced from the spot where the ball was put in play.

For flagrant unsportsmanlike conduct, loss of 15 yards and disqualification.

Fouls to delay game ARTICLE 8. If a team on defense commits fouls so near its own goal line that these fouls are punishable only by the halving of the distance to the goal line (the object being, in the opinion of the Referee, to delay the game), it shall be regarded as a refusal to allow the game to proceed. The Referee shall in such case warn the offending team once, and if the offense is repeated he shall declare the game forfeited to the opponents.

ARTICLE 9. In case the play is interfered (Section 2) with by some act palpably unfair and not elsewhere provided for in these rules, the Referee shall have authority to make such ruling as in his judgment justice may require. **Unfair play**

CONDUCT OF PERSONS OTHER THAN PLAYERS

RULE 11

ARTICLE 1. There shall be no coaching, either by substitutes or by any other person not participating in the game. **Side line coaching**

PENALTY—Loss of 15 yards by the team for whose supposed benefit the offense was committed. If the ball was dead when the offense occurred, the penalty shall be enforced from the spot from which the ball would next be put in play had no foul occurred. If the ball was in play when the offense occurred, the penalty shall be enforced from the spot where the ball was put in play. The Referee shall have the right, if the offense is flagrant, to exclude the offender from the neighborhood of the field of play for the remainder of the game.

ARTICLE 2. No person other than the players, the officials, the attendants mentioned in Article 3, or an incoming substitute, shall at any time come upon the field of play or end zone without permission of the Referee. **Persons allowed on field of play**

PENALTY—Loss of 15 yards by the team whose substitute or representative committed the offense. The spot from which the penalty shall be enforced will be determined as under penalty for breach of Article 1.

ARTICLE 3. In case of injury to a player, one attendant of the player's team may come upon the field of play or end zone to attend the injured player, but before communicating with any player he must first report to an official. **Attendance on injured player**

PENALTY—Same as under Article 2.

No walking
on side lines

ARTICLE 4. All who are admitted within the enclosure must be seated throughout the game. No person shall be allowed to walk up and down on either side of the field.

PENALTY—Same as under Article 2.

Unsportsman-
like conduct

ARTICLE 5. There shall be no unsportsman-like conduct by coaches, trainers or others connected with a team (such as abusive or insulting remarks to players or officials), either during the game or between the halves.

PENALTY—Same as under Article 1.

ARTICLE 6. In case of any other act by such persons which is palpably unfair and not elsewhere provided for in these rules, the Referee shall have authority to make such ruling as in his judgment justice may require.

ENFORCEMENT OF PENALTIES

(Governing all cases not otherwise specifically provided for)

RULE 12

Section 1. Spot from which Enforced

Penalties for fouls committed *by players* shall be enforced from the spot where the foul was committed, even though it be out of bounds or behind the goal line, unless otherwise specified. The penalty for a foul committed against a player with the ball while out of bounds between the goal lines shall be enforced from the point where the ball crossed the side line. Unless otherwise specified other fouls committed when the ball is out of bounds and before the Referee has declared the ball dead are to be penalized as though the ball were in bounds. Penalties for fouls *committed by persons other than players* shall be enforced as specifically provided under Rule 11.

Section 2. Location of Foul

ARTICLE 1. If a foul is committed outside

the 1-yard line, and the distance penalty if enforced would carry the ball across the goal line, or inside the 1-yard line, the ball shall be down on the 1-yard line. (Section 2)

ARTICLE 2. If a foul is committed within the 1-yard line, and the distance penalty if enforced would carry the ball across the goal line, one-half the remaining distance to the goal line shall be given. The enforcement of this penalty cannot result in a score. No matter how small may be the remaining distance, the ball is considered to be in the field of play.

ARTICLE 3. *Item 1.* If a foul that does not involve possession of the ball is committed behind its goal line by the team not in possession of the ball, and the penalty for which if enforced would place the ball behind the goal line, the ball shall be down on the 1-yard line unless it was put in play on or inside the 1-yard line, in which case the penalty shall be one-half the distance to the goal line from the spot where the ball was put in play.

Item 2. If a foul occurs behind a goal line, which involves possession of the ball, the penalty therefor shall be enforced as provided for in Rule 9, Sections 3, 4 and 6.

Section 3. Fouls by Both Teams

ARTICLE 1. If fouls are declared against both teams during the same play the penalties offset each other. The play shall be replayed, except in the case of a kick-off out of bounds between the goal lines.

**Both sides
penalized on
same down**

If the play was from scrimmage, the number of the down and the point to be gained for first down remain the same.

If the play was a kick-off, the ball must be kicked off again unless it went out of bounds be-

(Section 3) tween the goal lines, in which case it shall be put in play as provided in Rule 6, Section 2, Article 1.

ARTICLE 2. The distance penalty accompanying a disqualification foul is not offset by a foul by the other team, unless such foul also calls for disqualification. If disqualification fouls occur on both teams on the same play, the offending players must leave the game (no distance penalties), and if the fouls occur when the ball is in play, the play must be replayed except as provided in the last sentence of Article 1.

SUPPLEMENTAL NOTE

Except in the case of a kick-off which goes out of bounds, if a minor foul is committed by one team and a player of the other team is disqualified the play is replayed. In the case of a scrimmage play the down and point to be gained remain the same, unless the disqualification distance penalty leaves the ball in advance of the spot necessary for a first down. In the case of a kick-off which goes out of bounds, the disqualification distance penalty is enforced from the spot where the ball is next to be put in play.

(A.R.) Player of Team A kicks from behind his own goal line. He is run into by player of Team B, whom he strikes with closed fist. *Ruling:* Ball is returned to the spot where it was put in play. Team A player is disqualified. Team A is penalized half the distance to its goal line and the down is played over.

(A.R.) Team A kicks off and the ball goes out of bounds on Team B's 20-yard line. A player of Team A is clipped by a player of Team B whom he strikes with closed fist. *Ruling:* The Team A player is disqualified. Penalty of one half the distance to Team A's goal line is enforced from the spot of the succeeding scrimmage.

Section 4. Choice of Penalties

In case officials signal different fouls, or a foul and an incompleated forward pass, against the same team during the same play, only one penalty shall be inflicted, but the Field Captain of the offended team shall have the right to elect which of the penalties shall be enforced. The Referee shall explain the alternative penalties. The Field Captain's choice shall not be revocable.

Section 5. Time of Foul

If a foul occurs (a) following a touchdown and before the try-for-point, or (b) following the try-for-point and before the succeeding kick-off, the penalty shall be enforced from the spot of the succeeding kick-off. If a foul occurs during a try-for-point, the penalty shall be enforced as specified in Rule 9, Section 3.

If a foul is committed during an intermission or following a touchback, safety, or goal from the field, and before the occurrence of another play, the penalty shall be enforced from the spot of the succeeding play.

If a foul, under Rule 11, Article 5, occurs between the halves the penalty shall be enforced on the succeeding kick-off. The Referee shall explain to the Field Captains the impending penalty before the choice of kick-off or goal is made.

Section 6. Refusal of Penalties

Penalties for all fouls, unless otherwise expressly provided, may be declined by the Field Captain of the offended team, in which case the play shall proceed as though no foul had been committed.

The distance penalty accompanying a disqualification penalty may be declined by the Field Captain of the offended team. The disqualification of a player, however, cannot be declined.

Section 7. On Incomplete Forward Pass

An illegal forward pass is a foul, but an incomplete forward pass is not classed as a foul and the penalties provided therefor may not be declined, except that if a team commits a foul during the same play in which it makes an incomplete forward pass, the Field Captain of the offended team may elect which of the penalties

(Section 7) shall be enforced after the Referee explains the alternatives. Penalties for fouls by the passing team committed after the incompleteness of a forward pass shall be enforced from the spot where the ball is next to be put in play.

Personal fouls by the team on defense (other than fouls involving disqualification) committed beyond the line of scrimmage while a forward pass is in the air shall be penalized from the spot of the foul.

In any other case of a foul by the team on defense (other than fouls involving disqualification) the penalty shall be enforced from the spot where the ball is next to be put in play.

In either case the penalty for an incomplete pass is disregarded unless it becomes incomplete by striking an ineligible player, when the penalties for the foul and the incomplete forward pass offset each other.

Fouls which involve disqualification, committed by the defense on a play in which an incomplete pass occurs, are penalized in the usual manner and the penalty for the incomplete pass is disregarded.

Section 3. Down After a Penalty

ARTICLE 1. If a foul is committed by the team which put the ball in play, and the distance penalty does *not* leave the ball in advance of the point necessary for first down when the ball was last put in play, the down and point to be gained for first down shall remain the same as they were at the beginning of the scrimmage during which the foul occurred.

ARTICLE 2. If a foul is committed by the team which put the ball in play, after a gain of such a length that the distance penalty leaves the ball in advance of the point necessary for first down when the ball was last put in play,

the ensuing down shall be counted first down (Section 8) with 10 yards to gain.

If such foul is committed after the opponents have gained legal possession of the ball, the ensuing down after the distance penalty shall be counted first down with 10 yards to gain.

ARTICLE 3. If a foul is committed by the team *which did not put the ball in play*, the scrimmage after a distance penalty shall be counted as first down with 10 yards to gain, except as otherwise specified in these rules.

ARTICLE 4. If a foul is committed by a player when *neither team is in possession* of the ball, the ball shall go to the offended team as first down at the spot of the foul, except in the case of the fouls covered by Rule 10, Section 2, Article 1, Item 1, where the ball goes to the offended team as first down, halfway between the spot of the foul and the opponents' goal line.

(A.R.) A player (a) after having legally advanced the ball to a point at least 5 yards ahead of the stakes, or (b) after having run back a ball which had been kicked, is penalized 5 yards for crawling. *Ruling:* First down, 10 yards to gain.

(A.R.) First down, 10 yards to gain, and a player of Team A makes a gain of 7 yards; player is downed and then crawls. *Penalty:* 5 yards from spot of foul, which leaves Team A first down with 8 yards to gain.

(A.R.) On a third down a player of Team A carrying the ball advances it to the exact point to be gained for a first down. After the ball is declared dead a violation of Rule 10, Section 2, Article 5, is committed by a player of Team A one yard in advance of the ball. *Ruling:* It is third down and 14 yards to gain after the distance penalty of 15 yards. Even though the foul occurred after the ball was declared dead the foul grew out of and is considered a part of the play.

(A.R.) Team A, second down, 18 yards to gain, goes 12 yards on the play and Team B was off-side. Captain declines penalty, but after consultation with his players wishes to accept penalty. *Ruling:* A Captain's decision accepting or declining penalty shall not be revocable.

(A.R.) Team A has made a first down and its Field Captain calls time out for the fourth time in the half without making a substitution for an injured player. *Ruling:* First down, 15 yards to gain.

OFFICIALS—THEIR JURISDICTIONS AND DUTIES

RULE 13

Section 1. General

ARTICLE 1. The officials of the game shall be a Referee, an Umpire, a Linesman, and a Field Judge.

ARTICLE 2. All officials have concurrent jurisdiction over fouls committed by players or others and shall report these to the Referee, who shall be the final judge in the event of conflict in opinion or testimony and shall enforce the proper penalties.

ARTICLE 3. All officials are expected to cooperate in facilitating the conduct of the game and in the enforcement of the rules. Field Captains only may appeal to the Referee, and then solely on questions of interpretation of the rules. They are not allowed to question the jurisdiction of any particular official or to argue questions of fact.

SUPPLEMENTAL NOTE

Within their discretion, officials may caution players against infringement of rules except those covering illegal substitutions and formations.

Section 2. Referee

The Referee shall have general oversight and control of the game. He shall be *sole* authority for the score, *sole* judge of forfeiture of the game under the rules, and his decision upon all matters not specifically placed under the jurisdiction of other officials shall be final.

It is the duty of the Referee to see that the ball is properly put in play and to judge of its position and progress.

Previous to the start of the game, the Referee shall see that the field is properly marked as indicated on the diagram at the beginning of these rules. He shall be sole judge as to whether the ball offered for play is in compliance with specifications set forth in Rule 2. (Section 2)

Prior to each kick-off, and in every instance when time has been called, the Referee shall make sure that the other officials are prepared and he shall then ascertain from each Field Captain that his team is ready before allowing the ball to be put in play.

In case a foul has been declared the Referee, before enforcing the penalty, shall explain the decision and the options (if any) which belong to the Field Captain of the offended team.

SUPPLEMENTAL NOTES

The Referee shall carry a whistle, which he shall sound as promptly as possible to indicate that the ball is dead or that it may again be put in play.

The normal position of the Referee during scrimmage is behind the team in possession of the ball.

In case of a wet field, the ball may be changed for a new one at the end of the second period, at the discretion of the Referee.

The Referee should instruct other officials to aid him in deciding upon scoring plays.

He should notify the Field Judge immediately when he suspends play because of a foul or for any other reason.

He shall cause the Field Captain and Coach to be notified when their three legal "time outs" have been exhausted.

Section 3. Umpire

The Umpire shall have *primary* jurisdiction over the equipment, conduct and positions of the players, and the legality of substitutions.

He shall use a horn when indicating that a foul has been committed, but play shall continue until the ball has been declared dead by the Referee.

He shall assist the Referee in decisions involving possession of the ball and interference

(Section 3) in connection with the catching, securing or possession of the ball after it has been advanced beyond the line of scrimmage.

SUPPLEMENTAL NOTE

The normal position of the Umpire during scrimmage is behind the team on defense.

Section 4. Linesman

Under supervision of the Referee, the Linesman shall mark the progress of the ball.

He shall have *primary* jurisdiction over tripping of players after a kick or forward pass, encroachment upon the neutral zone, and players ahead of the line of scrimmage when the ball is snapped.

If the ball goes out of bounds on the side of the field occupied by him, he shall mark the point where it crossed the side line.

He shall mark the position of the ball on each down and check the number of the down.

He shall provide himself with assistants, who shall remain outside the field of play.

Under supervision of the Linesman, the assistants shall measure distances gained or lost and for this purpose shall be provided with two rods about 6 feet in length and connected at their lower ends by a stout cord or chain 10 yards in length.

SUPPLEMENTAL NOTES

The normal position of the Linesman is on or near the side lines.

During the second half (unless otherwise directed by the Referee) the Linesman and his assistants shall take positions on the side of the field opposite to that occupied by them during the first half.

The Linesman should carry a horn, which he should sound to notify the Referee of the occurrence of any foul which comes under his observation.

Section 5. Field Judge

The Field Judge shall have *primary* jurisdiction over the timing of the game and for this purpose he shall use a stopwatch.

The watch shall be started only when the ball is actually put in play and it shall be stopped immediately: (Section 5)

- (a) When the ball goes out of bounds;
- (b) When a forward pass becomes incomplete;
- (c) When the ball has been declared dead after a foul has been called;
- (d) When a fair catch, touchdown, touch-back, safety or goal has been made.
- (e) When play is for any reason suspended by the Referee.

He shall notify the Referee promptly when time has expired at the end of each quarter, and he shall notify both Field Captains, through the Referee, of the time remaining for play not more than ten nor less than five minutes before the end of each half.

He shall assist the Referee in decisions involving possession of the ball and interference in connection with the catching, securing or possession of the ball after it has been advanced beyond the line of scrimmage.

If the ball goes out of bounds on the side of the field occupied by him, he shall mark the point where it crossed the side line.

SUPPLEMENTAL NOTES

The normal position of the Field Judge is from 20 to 30 yards behind the team on defense and toward the side of the field opposite to that occupied by the Linesman.

If the Field Judge uses a pistol shot to notify the Referee of the expiration of time, the pistol must not be fired until the ball has been declared dead.

Upon inquiry of a Field Captain, he may state the approximate time remaining for play at any time during the game, provided he does not comply with such request more than three times during the last five minutes of either half.

SUMMARY OF PENALTIES

R, Rule; S, Section; A, Article; P, Page. Figures in parentheses denote number of penalty.

Loss of a Down

	R	S	A	P
Forward pass from less than 5 yards back or second forward pass during same play.....(2)	7	5	1	28
Incomplete forward passItem 2 (1)	7	5	2	29
Intentionally grounding pass (also 15 yards)	7	5	3	31
Interference by passing team with player eligible for catch..(1)	7	5	4	32

Loss of Five Yards

Request for time out more than three times during a half.....	4	3	2	15
Illegal delay of game by either team.....	4	3	4	16
Failure of substitute to report.....	5	2	..	18
Violation of kick-off formation.....	6	1	..	20
Position of players in a scrimmage.....	7	2	1	23
Encroachment on neutral zone.....	7	2	2	24
Center, guard or tackle may not drop back.....	7	2	3	24
Player in motion less than 5 yards back.....	7	2	4	24
Player out of bounds when scrimmage begins.....	7	2	6	26
Ball not put in play by scrimmage when so specified.....	7	3	1	26
Illegal attempt by snapper-back to put ball in play.....	7	3	3	26
Attempts to draw opponents off-side.....	7	3	4	27
Interference with opponents before ball is put in play.....	7	3	5	27
Lineman running with, passing or kicking ball.....	7	3	6	27
Player taking more than two steps after fair catch.....	8	1	2	36
Player of kicking team ahead of restraining line.....	8	2	3	38
Player of receiving team ahead of restraining line.....	8	2	5	39
Illegal use of hands and arms by players of defensive team..(2)	10	1	2	47
Using flying block or flying tackle.....	10	1	5	48
Running into the kicker	10	2	2	48
Crawling by the runner.....	10	2	6	50

Loss of Fifteen Yards

Violation of rules during intermission.....Item 1	4	1	1	13
Team not ready to play at scheduled time.....Item 3	4	1	1	13
Substitute communicating before ball is put in play.....	5	2	..	18
Illegal return to game (also suspension).....	5	2	..	18
Failure to come to stop in shift play.....	7	2	5	25
Forward pass by player of defensive team.....	7	5	1	28
Intentionally grounding pass to save loss of yardage.....	7	5	3	31
Interference by passing team with player eligible for catch..(1)	7	5	4	32
Interference with opportunity to make fair catch.....	8	1	3	37
Throwing to ground the player who has made fair catch.....	8	1	4	37
Helping the runner or interlocked interference.....	10	1	1	46
Illegal use of hands and arms by players of offensive team..(1)	10	1	2	46
Defensive players striking opponents above shoulders with palms of hands	10	2	1	49
.....Item 2	10	2	1	49

Loss of Fifteen Yards—Continued

	R	S	A	P
Roughing the kicker.....	10	2	2	49
Flagrant roughing of kicker (also disqualification).....	10	2	2	49
Piling up	10	2	3	49
Hurdling	10	2	4	49
Tripping, tackling runner out of bounds, etc.....Item 1	10	2	5	49
Running or diving into player obviously out of the play..Item 2	10	2	5	49
Clipping	10	2	5	49
Unsportsmanlike conduct by players.....	10	2	7	50
Flagrant unsportsmanlike conduct (also disqualification).....	10	2	7	50
Side line coaching.....	11	..	1	51
Persons allowed on field of play.....	11	..	2	51
One representative in case of accident.....	11	..	3	51
No walking on side lines.....	11	..	4	52
Unsportsmanlike conduct by coaches, trainers, etc.....	11	..	5	52

Loss of Half Distance to Goal Line

Striking, kneeling, kicking, etc. (also disqualification)....Item 1	10	2	1	48
Foul within 1-yard line.....	12	2	2	53
Foul by defensive team behind its goal line.....	12	2	3	53

Loss of Ball

Kick out of bounds at kick-off.....	6	2	1	21
No player of kicker's team who has gone out of bounds at kick-off may attempt to recover ball until.....	6	2	4	22
Failure to advance ball 10 yards in four downs.....	7	1	1	22
Forward pass touched by ineligible player.....Item 2 (2)	7	5	2	30
Interference by team which did not make pass.....(2)	7	5	4	32
Kicking team illegally touching ball.....	7	6	1	33
No player of kicker's team who has gone out of bounds during a free kick may attempt to recover ball until.....	8	2	4	38
Illegal use of hands or arms when ball is free.....(3)	10	1	2	47
Batting ball towards opponents' end line or batting free ball in end zone	10	1	3	47
Free ball kicked or kicked at.....	10	1	4	47
Other fouls when ball is free.....	12	8	4	57

Suspension

Illegal return to game (also 15 yards)	5	2	..	18
Illegal equipment.....	5	3	..	19

Disqualification

Striking, kneeling, kicking, etc. (also half distance)....Item 1	10	2	1	48
Flagrant roughing of kicker (also 15 yards).....	10	2	2	49
Flagrant unsportsmanlike conduct (also 15 yards).....	10	2	7	50

Forfeiture of Game

Refusal of either team to play when ordered.....	4	3	5	17
Fouls to delay game.....	10	2	8	50



No. 1.

LEGAL POSITION OF BALL BEFORE BEING PUT IN PLAY IN A SCRIMMAGE—The ball is *flat* upon the ground with its *long axis* at *right angles* to the *line of scrimmage*. (See Rule 3, Sec. 29.)



No. 2.

ILLEGAL POSITION OF BALL BEFORE BEING PUT IN PLAY IN A SCRIMMAGE—The ball is neither *flat* upon the ground, nor is its *long axis* at *right angles* to the *line of scrimmage*. (See Rule 3, Sec. 29.)



No. 3.

ILLEGAL POSITION OF BALL BEFORE BEING PUT IN PLAY IN A SCRIMMAGE—The ball is neither *flat* upon the ground, nor is its *long axis* at *right angles* to the *line of scrimmage*. (See Rule 3, Sec. 29.)



No. 4.

ILLUSTRATION SHOWING THE TWO LINES OF SCRIMMAGE, ONE FOR EACH TEAM—Also showing the snapper-back with his head and hands legally off-side. (See Rule 3, Sec. 18, Art. 1, and Rule 7, Sec. 2, Art. 2.)



No. 5.

LEGAL POSITION OF PLAYER SUPPOSED TO BE ON THE LINE OF SCRIMMAGE—Player No. 1, since he is *one of the two players standing on either side of and next to the snapper-back*, has legally locked legs with the snapper-back. (See Rule 3, Sec. 18, Art. 2.)

ILLEGAL POSITION OF PLAYERS SUPPOSED TO BE ON THE LINE OF SCRIMMAGE—Players numbered 2 and 3 are not standing with *both feet outside the outside foot of the player next to them*; that is, they are illegally "locking legs." (See Rule 3, Sec. 18, Art. 2.)



No. 6.

ILLEGAL POSITION OF PLAYER SUPPOSED TO BE ON THE LINE OF SCRIMMAGE—The player facing the reader has neither *both hands* nor *both feet* up to or within one foot of the line of scrimmage, nor has he *one foot and the opposite hand* up to or within one foot of it. (See Rule 3, Sec. 18, Art. 2.)



No. 7.

ILLEGAL POSITION OF PLAYER SUPPOSED TO BE ON THE LINE OF SCRIMMAGE—The player standing back to the reader has neither *both hands* nor *both feet* up to or within one foot of the line of scrimmage, nor has he *one foot and the opposite hand* up to or within one foot of it. (See Rule 3, Sec. 18, Art. 2.)



No. 8.

VALID SIGNAL FOR A FAIR CATCH—

The player, prior to an attempt to catch the ball, has *raised his hand clearly* above his head. (See Rule 3, Sec. 9, Art. 1.)



No. 9.

INVALID SIGNAL FOR A FAIR CATCH—

The player, prior to an attempt to catch the ball, has *not raised his hand clearly* above his head. (See Rule 3, Sec. 9, Art. 1.)



No. 10.

ILLUSTRATION OF TRIPPING WITH THE FOOT

The player wearing the sweater is obstructing the other player with *that part of his leg that is below the knee*. Obstructing a player below the knee *with the hand* is also tripping. (See Rule 3, Sec. 39.)



No. 11.

LEGAL USE OF BODY IN BLOCKING—

The player on the right has thrown his shoulder against his opponent's thigh to block him away from the play, but is not using his hands or arms and he has not left his feet before making contact. (See Rule 10, Sec. 1, Art. 2.)



No. 12.

ILLEGAL USE OF HANDS BY PLAYER OF TEAM IN POSSESSION OF THE BALL—

Player is *grasping* with his hands the foot of an opponent. (See Rule 10, Sec. 1, Art. 2.)



No. 13.

ILLEGAL USE OF HAND AND ARM BY PLAYER OF TEAM IN POSSESSION OF THE BALL—

The middle player of the group, in endeavoring to protect the "runner" behind him, has *grasped* an opponent by the jersey. (See Rule 10, Sec. 1, Art. 2.)



No. 14.

LEGAL POSITION IN BLOCKING—

The player facing the reader has slipped his leg in between the legs of his opponent, but is not using his hands or arms to hold him there. NOTE—This case shades very rapidly into that indicated on plate No. 15. (See Rule 10, Sec. 1, Art. 2.)



No. 15.

ILLEGAL USE OF HANDS AND ARMS IN BLOCKING—The player facing the reader has slipped his right leg in between the legs of his opponent, and is *holding* his opponent's right leg against his own by the use of his hand and arm. **NOTE**—The use of the leg, here pictured, is legitimate. (See Rule 10, Sec. 1, Art. 2.)



No. 16.

ILLEGAL USE OF ARM BY PLAYER OF TEAM IN POSSESSION OF BALL—Player No. 1, in endeavoring to obstruct an opponent, is using his arm to *push an opponent away from the play*. (See Rule 10, Sec. 1, Art. 2.)



No. 17.

ILLEGAL USE OF HANDS AND ARMS BY PLAYER OF TEAM IN POSSESSION OF BALL—Player No. 1, in attempting to obstruct an opponent, has placed his hands upon an opponent to *push him away from the play*. (See Rule 10, Sec. 1, Art. 2.)



No. 18.

ILLEGAL USE OF HANDS AND ARMS BY PLAYER OF TEAM IN POSSESSION OF THE BALL—The player, in attempting to obstruct his opponent, has *circled* him with his arm. (See Rule 10, Sec. 1, Art. 2.)



No. 19.

ILLEGAL USE OF HAND AND ARM BY PLAYER OF TEAM IN POSSESSION OF THE BALL—The player, in obstructing his opponent, has *circled* him with his arm and *grasped* him with his hand. (See Rule 10, Sec. 1, Art. 2.)



No. 20.

ILLEGAL USE OF HANDS AND ARMS BY PLAYER OF THE TEAM IN POSSESSION OF THE BALL—The player has *grasped* his opponent around the knee and is *lifting him up*. (See Rule 10, Sec. 1, Art. 2.)



No. 21.

ILLEGAL USE OF ARMS IN LIFTING AN OPPONENT IN BLOCKING—The player on the right has managed to get under his opponent's right shoulder with both hands and is *lifting him away from the play*. (See Rule 10, Sec. 1, Art. 2.)



No. 22.

ILLEGAL USE OF HANDS AND ARMS IN LIFTING AN OPPONENT IN BLOCKING—The player on the right has slipped both arms, from his elbow out, in under his opponent, and is commencing to *lift* him up and away from the play. (See Rule 10, Sec. 1, Art. 2.)



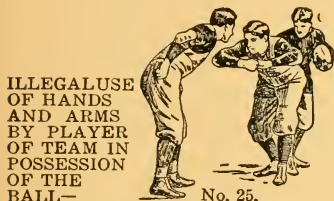
No. 23.

LEGAL USE OF ARMS BY PLAYER OF TEAM IN POSSESSION OF THE BALL—Player No. 2, in attempting to obstruct an opponent, is keeping his arms *close to his body*. (See Rule 10, Sec. 1, Art. 2.)



No. 24.

ILLEGAL USE OF ARMS BY PLAYER OF TEAM IN POSSESSION OF THE BALL—Player No. 2, in attempting to obstruct an opponent, is not keeping his arms *close to his body*. (See Rule 10, Sec. 1, Art. 2.)



No. 25.

The player in the middle of the group, in attempting to obstruct an opponent, is keeping his hands together, but his arms are *not close to his body*. NOTE—The Committee wishes to make it plain that if, in interfering, a player keeps his hands together and his arms close to his body, he may legitimately use the projecting portions of his arms. (See Rule 10, Sec. 1, Art. 2.)



No. 26.

ILLEGAL USE OF HANDS AND ARMS BY PLAYER OF TEAM IN POSSESSION OF BALL—The player in the middle of the group is attempting to obstruct an opponent by the use of his hands and arms—which are *not close to his body*. NOTE—The Committee wishes to make it plain that if, in interfering, a player does *not* keep his hands together and his arms close to his body, he may not legitimately use the projecting portions of his arms. (See Rule 10, Sec. 1, Art. 2.)



No. 27.

ILLEGAL STRIKING WITH THE LOCKED HANDS—The player on the right, having *locked* his hands, is on the point of dealing his opponent an upward blow under the chin. (See Rule 10, Sec. 2, Art. 1.)



No. 28.

ILLEGAL STRIKING OF AN OPPONENT IN THE FACE WITH THE HAND BY A PLAYER ON DEFENSE—The player on the right, who is on the defense, is on the point of *striking in the face, with his hand, the opponent who is carrying the ball*. (See Rule 10, Sec. 2, Art. 1.)

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Pushing Movement of Hands to Front with Arms Hanging Vertical
Crawling, pushing or helping runner.



Hands on Hips
Off-side and violation of kick-off formation.



Grasping of One Wrist Holding.



Military Salute
Unnecessary roughness.



Pushing Hands Forward from Shoulders with Hands Vertical
Interference with forward pass (also pass which touches ineligible player).

To Officials

Additional signals are as follows:

1. Delay of Game or Extra Time-outs—*Folded Arms* (see below).
2. Clipping—*Military Salute*, followed by striking the back of the knee with hand.
3. Running Into or Roughing the Kicker—*Military Salute*, followed by swinging the leg to simulate a punt.



Sitting of Hands in Horizontal Plane

Penalty refused, Incomplete pass, play to be replayed, missed goal, etc.



Horizontal Arc of Either Hand
Player illegally in motion.



Waving Hand Behind Back
Illegal forward pass.



Folded Arms
Delay of game or extra time-outs.



Both Arms Extended Above Head

A score. Bringing palms of hands together after this signal indicates safety. Sifting of hands in vertical plane above head, time out; Timekeeper answers by raising his right hand.

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CODE OF SIGNALS FOR OFFICIALS

QUESTIONS and ANSWERS

Being Official Interpretations of Certain Moot Points
in the Foot Ball Rules.

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(1938 Changes in Rules are Indicated by Bold Face Type.)

RULE 2—THE BALL

1. *Question*—If no ball is furnished by the home team which conforms to the official specifications what should the Referee do?

Answer—Secure a proper ball from the other team if possible and, failing that, get the two teams to agree to play with the best ball which is available.

RULE 3—DEFINITIONS

Section 4. Clipping

2. *Question*.—On a kick a Team A end going down the field is pursued by a Team B player, who catches up and uses a shoulder block on the back of the end. Is this to be considered clipping?

Answer—Yes.

Section 5. Crawling

3. *Question*.—A runner is tackled, his forward progress stopped, the Referee blows his whistle and the runner, who is still on his feet, breaks away and is tackled and thrown. Is this crawling by the runner and unnecessary roughness by the tackler?

Answer—No. Crawling is an attempt by the runner to advance the ball after some portion of his body other than his hands or feet touches the ground. If he persists in breaking away after the whistle is blown he might be penalized for delaying the game. The tackler should not be penalized unless the tackle is unduly rough, for every player has the right to tackle a runner advancing towards the tackler's goal.

Section 9. Fair Catch

4. *Question*.—On a high, short kick-off a player of Team A catches the ball on Team B's 40-yard line, obviously interfering with an opportunity for a fair catch. Where is the ball put in play?

Answer—It is Team B's ball, first down on Team A's 45-yard line.

Section 21. Out of Bounds

5. *Question*.—The ball is lying free in the field of play two feet from the goal line and the same distance from the side line. A player of the team attacking that goal falls on the ball, his body extending over the goal line and one foot touching the side line back of the goal line. Where is the ball put in play?

Answer—The position of the ball governs. It is down two feet from the opponents' goal line and 15 yards in from the side line.

6. *Question*—A runner carrying the ball close to the side line bumps into (a) the Head Linesman or (b) an opponent, who is standing on the side line. Is the runner out of bounds?

Answer—(a) Yes. (b) No.

7. *Question*—A player of Team A fumbles the ball, which then touches a player of Team B, a part of whose person is on the side line, the ball remaining in the field of play, where it is recovered by a player of Team B. What is the ruling?

Answer—Team A's ball, out of bounds.

RULE 4—THE GAME

Section 3. Delay of Game—Time Out

8. *Question*—A team has had three "time outs" and the Coach sends in a substitute while the watch is running, and after the substitution is completed the Captain of that team insists on being given two minutes before having to start play. Should his demand be granted?

Answer—No. Play shall be delayed no longer than is necessary to make the substitution.

9. *Question*—At the beginning of the second or fourth quarter Team A is ready to play when the *Referee* announces the minute intermission is over. Team B does not line up until thirty seconds have elapsed. What can the Referee do?

Answer—Penalize Team B for delay of the game.

10. *Question*—Team B commits a foul and time expires for the period on the play. Two extra plays are run before Team A is able to get off a play without a foul by Team B. Is the time consumed by these extra plays taken off the next period?

Answer—No. The watch is not running. Team A is merely being given a chance to run its play without interference by Team B.

RULE 5—THE PLAYERS, SUBSTITUTES AND EQUIPMENT

Section 2. Substitutes

11. *Question*—Does the penalty for illegal return to the game apply to disqualified and suspended players?

Answer—Yes.

12. *Question*—A player is withdrawn from the game at the end of the first period. May he return at the beginning of the second period?

Answer—No. He must wait until at least one play has occurred in the second period.

13. *Question*—A player on defense who has been giving defensive signals is removed from the game. May his substitute give a defensive signal on the first play after entering the game?

Answer—Yes.

14. *Question*—May two incoming substitutes communicate with each other without penalty?

Answer—Yes; if their communication is made in a way which cannot be overheard or interpreted by their team mates.

Section 3. Equipment

15. *Question*—If a player is discovered to be wearing illegal equipment which cannot be removed in two minutes, may he be substituted for and return to the game later on?

Answer—No. At the end of two minutes, if the fault has not been corrected, he is suspended, and a suspended player is one who is denied further participation in the game.

RULE 6—THE KICK-OFF

Section 2. Kick-off Out of Bounds

16. *Question*—Team A kicks off and a player of Team B makes a return kick, the ball going out of bounds. Must the ball be kicked off again?

Answer—No. It is Team A's ball, at the point where it crossed the side line.

17. *Question*—On a kick-off which goes out of bounds a player of Team B clips a player of Team A while the ball is still within the boundary line. Is the ball kicked off again?

Answer—No. It is Team A's ball at the spot of the foul.

18. *Question*—On a kick-off, a player of Team A who has gone out of bounds returns to the field of play and uses his hands and arms to push opponents out of the way in order to get at the ball, which has not passed into the possession and control of an opponent. If he does not touch the ball has he committed a foul?

Answer—Yes. He has no legal right to touch or recover the ball and therefore is liable to penalty under Rule 10, Section 1, Article 2.

19. *Question*—On a kick-off, a player of Team A legally recovers the ball and makes a backward pass which goes out of bounds, the ball being touched by a player of Team B before it crosses the side line. Is this Team B's ball?

Answer—No. The ball is dead at the spot the Team A player recovered it.

20. *Question*—On a kick-off, an end of Team A is forced out of bounds by a Team B player blocking him. The ball is muffed by the Team B receiver and the Team A end falls on it in the field of play. Whose ball is it?

Answer—Team B's ball, where the Team A player fell on it.

RULE 7—THE SCRIMMAGE

Section 1. Necessary Gain on Downs

21. *Question*—Team A player in attempting to run the ball out from behind his own goal line is tackled and the ball is downed, with the forward point in the field of play and the backward point in the end zone. Is this a safety, or a down which calls for another play?

Answer—Safety. The backward point of the ball governs when a player is attempting to run the ball out from his own end zone.

Section 2. Position of Players

In the second Supplemental Note under Article 3, in the last line, the words "a line position" are changed for greater clarity to "the position of center, guard or tackle."

Approved Ruling "D" under Article 5 has been clarified and now reads: "Following a shift or huddle, two or more players take positions from which they advance or drop to their final positions. **RULING:** This constitutes a shift."

22. *Question*—A player charges into the neutral zone and then gets back into position before the ball is snapped. Should this be penalized for encroachment on neutral zone?

Answer—No. If the players make a practice of this, Team A players may be penalized for a false start and Team B players for delaying the game.

23. *Question*—Team A has eight men on the line of scrimmage. The left tackle is on the end of the line. He drops back a yard, thus uncovering the guard. Is this a violation of Article 3?

Answer—Yes. For the formation to be legal, the tackle must be at least 5 yards back of his line.

24. *Question*—A center, guard or tackle of Team A is permanently shifted into the backfield, later on is withdrawn from the game and subsequently returns to one of the above mentioned line positions. What does the Referee do?

Answer—He permits one play and then penalizes 5 yards just as he would do in any other case of an illegal return to a line position.

25. *Question*—When a center, guard or tackle is removed “permanently” into the backfield, must his Field Captain so inform the Referee?

Answer—Yes. He will be treated and penalized as a lineman until this is done.

26. *Question*—What are the rights and privileges of a lineman shifted “permanently” into the backfield?

Answer—The same as any back except that he may not return to the position of center, guard or tackle.

Section 3. Putting the Ball in Play

In Article 7 the distance the ball is brought in from a side line has been changed from 10 to 15 yards.

27. *Question*—After a huddle or shift Team A comes to a legal stop and remains motionless for a full second. Then, before the ball is snapped, one or more Team A players make some movement tending to draw opponents off-side. Is this a violation of the shift rule?

Answer—Not necessarily, but it is a violation of Rule 7, Section 3, Article 4, and a penalty of 5 yards should be inflicted if the Referee decides the movement is not a shift.

28. *Question*—Due to a missed signal, the pass from the snapper-back does not reach a back and the ball is rolling free on the ground. May any player recover it?

Answer—Yes.

29. *Question*—Team A punts the ball and a player of Team A recovers it (before it is touched by Team B) within 6 yards of the side line. Where is the ball put in play? Is time taken out?

Answer—If the Referee blows the ball dead, it is to be put in play 15 yards in from the side line. Time is taken out.

30. *Question*—A player of Team A is downed 3 yards from a side line. May Team A elect to put the ball in play at that spot?

Answer—No. The ball must be put in play 15 yards from the side line.

Section 4. Backward Pass and Fumble

31. *Question*—On a backward pass the ball is not touched by the intended receiver. May he or any other player recover the ball?

Answer—Yes.

32. *Question*—When a ball is passed in a direction parallel to the scrimmage line, is it considered a forward pass?

Answer—No. The backward pass rule says a player may pass the ball in any direction except towards his opponents' goal.

Section 5. Forward Pass

The second paragraph of Item 2, Article 2, has been changed so that an incomplete pass in the opponents' end zone is penalized as though it became incomplete in the field of play except on fourth down.

Under Article 4 there is a new Special Note to the coaches in regard to their responsibility in keeping ineligible players away from that part of the field to which the forward pass is thrown.

33. *Question*—Team A makes a forward pass (on any down) which becomes incomplete by striking an ineligible player (a) between Team B's 10-yard line and goal line or (b) behind Team B's goal line. Does Team B have an option of taking the ball at the spot of the preceding down or taking a touchback?

Answer—Yes.

34. *Question*—Is any forward pass made on the fourth down which becomes incomplete in the opponents' end zone a touchback?

Answer—Yes, unless it becomes incomplete by striking an ineligible player, in which case the opponents have an option.

35. *Question*—Team A makes a forward pass which is touched by an eligible Team A player, then touched by a second originally eligible player, and finally caught by an originally ineligible player. What is the penalty?

Answer—Loss of a down. The pass was incomplete and the ball dead immediately on touching the second originally eligible player of Team A.

36. *Question*—On a forward pass by Team A the ball is touched by an ineligible player and then intercepted by a player of Team B. May he retain it and run with it?

Answer—No. The pass is incomplete, the ball dead and the penalty of loss of the ball at the spot of the preceding down must be inflicted. This penalty MAY NOT be declined.

37. *Question*—A player of Team A makes a forward pass from behind his own goal line. A player of Team B on the 5-yard line bats the ball back towards the goal line and it becomes incomplete by striking the ground in the end zone. Should one consider the impetus given by Team B player in making his decision?

Answer—No. Any forward pass, whether or not started from behind the goal line, which becomes incomplete behind the passer's goal line, is a safety.

Section 6. Kicks from Scrimmage

38. *Question*—Team A kicks from scrimmage and a Team A player illegally touches but does not recover the ball. A Team B player clips a Team A player while the ball is still free on the ground. What is the decision?

Answer—The fouls offset each other. The down is played over unless the clipping occurs after the illegal touching of the ball, in which case the Field Captain of the kicking team may refuse the penalty.

39. *Question*—If the runner's knee contacts the ground and a fumble ensues, may the ball be legally recovered by a player?

Answer—No. If the runner has possession and control of the ball when the contact occurs the ball is dead and belongs to the runner at the farthest point to which he has advanced it.

Section 7. Dead Ball

40. *Question*—A player legally in possession and control of the ball falls on his knee and then lunges forward, gets to his feet and runs, passes the ball backward, or in some other way tries to advance it. What is the decision?

Answer—He is penalized for crawling. The ball is dead at the point it occupied when the runner's knee hit the ground.

41. *Question*—A player of the kicking team illegally touches the ball and it rolls over the opponents' goal line. May an opponent pick it up and run with it?

Answer—Yes. No matter what is the result of the run the opponents may take the ball at the spot of the foul.

42. *Question*—On a flat forward pass near the side line the Umpire has run out of bounds the better to observe the play. The ball strikes him and bounds back into the field of play, being caught by an eligible receiver. Is this a completed forward pass?

Answer—No. It is out of bounds.

Section 8. Possession of Ball After Out-of-Bounds

43. *Question*—On a free kick, the ball strikes a player of Team B behind his goal line, bounces into the field of play and goes out of bounds on the 3-yard line (a) without being touched by any other player, and (b) after being touched by a Team A player. Whose ball is it and where?

Answer—In each case it is Team B's ball where it crossed the side line. In case the Team B player caught the ball and later fumbled it, and the ball rolled out of bounds between the goal lines, it would belong to the team whose player last touched it in the field of play or end zone, at the point where it crossed the side line. If after being either muffed or fumbled in the end zone it rolled out of bounds behind the goal line, it would be a touchback.

RULE 8—THE FAIR CATCH AND THE FREE KICK

Section 1. Fair Catch

44. *Question*—On a kick from scrimmage, kick-off or free kick, a player of Team A stands between the ball and a player of Team B who has an opportunity for a fair catch. The player with the opportunity is unable to reach the ball without running into the opponent and it strikes the ground. Is this interference with an opportunity for a fair catch?

Answer—Yes.

45. *Question*—A player who has made a fair catch is tackled by one player of Team A but prevented from falling to the ground by another player of Team A. Should this be penalized?

Answer—Yes. The rule says he shall not "be tackled or thrown to the ground."

Section 2. Putting Ball in Play on Free Kick

46. *Question*—Team B makes a fair catch 3 yards from the side line. Is the ball put in play 15 yards from the side line?

Answer—Yes.

47. *Question*—Team B makes a fair catch on its own 3-yard line. They elect to kick, but one of their players is ahead of the ball when kicked. Where is the ball next put in play?

Answer—On the 1-yard line. The rule says: "The restraining line of the kicking team should never be placed inside the 1-yard line."

48. *Question*—On a punt by Team A from behind its goal line, Team B makes a fair catch on Team A's 11-yard line. They attempt a goal from the field and miss, but one of their opponents is ahead of his restraining line when the ball is kicked. Where are the new restraining lines established?

Answer—The kicking team's restraining line will be their opponents' 6-yard line and their opponents' restraining line will be 4 yards behind their goal line.

RULE 9—SCORING

Section 3. Try-for-Point After Touchdown

49. *Question*—Team A is attempting a try-for-point. The ball is passed back to the quarter-back, who is on his knee when he receives it. He tosses a forward pass to one of Team A's ends, who carries the ball across the goal line. What is the decision?

Answer—The ball is dead. The quarter-back is guilty of crawling, but if Team B's Captain declines the penalty the "try" is over.

Section 6. Touchback

Item 4 of Section 6 is revised to cover the change in Item 2, Article 2, Section 5, Rule 7.

RULE 10—CONDUCT OF PLAYERS

Section 1. Use of Hands, Arms and Body

A new Supplemental Note is inserted under Article 2 calling particular attention to Illustrations 11 to 26.

50. *Question*—Team A puts the ball in play on Team B's 3-yard line. A Team A player goes through and uses a flying block on a Team B player 6 yards behind Team B's goal line. On the play, the Team A runner goes over the goal line for a touchdown. What effect does the penalty for the flying block have on this play?

Answer—None whatever. If Team B accepts the penalty, the ball would be over their goal line in Team A's possession. If they decline the penalty, the ball is over their goal line in Team A's possession. In either case it is a touch-down. This is the only penalty against the attacking team which might leave the ball behind the opponents' goal line. Bear in mind that this is not a foul against Team B. Team A is penalized in order to prevent its players from doing something dangerous to themselves. Therefore, Team B is done no injustice when the penalty for a flying block gives them no advantage.

Section 2. Personal Fouls

The wording of the Penalty under Article 7 has been changed to conform with the Penalty under Rule 11 for unsportsmanlike conduct. Also, the words "either during the game or between the halves" have been added to the first sentence of Article 7.

51. *Question*—Team A starts a play which develops like an end run. After the runner has gone some 5 yards to the right, but is still behind the scrimmage line, he kicks the ball. A player of Team B tackles and throws the kicker just after the ball has left his foot. Should Team B be penalized for running into the kicker?

Answer—No. The protection is given the kicker only when it is reasonably obvious that he is going to kick. For the same reason no special protection is given a player who makes a return kick.

RULE 12—ENFORCEMENT OF PENALTIES

Section 1. Spot from which Enforced

52. *Question*—Team A punts, the ball goes out of bounds, and then a Team B player clips a Team A player before the Referee has declared the ball dead. What is the penalty?

Answer—Loss of ball to Team A at the spot of the foul.

Section 3. Fouls by Both Teams

The words "between the goal lines" have been added after the words "out of bounds" in both the first and third paragraphs.

53. *Question*—A player of Team A carries the ball for a 20-yard gain, is tackled and downed, crawls and is piled on. Had he not been piled on his penalty would have been 5 yards, leaving him a 15-yard gain and a first down. May the Captain of Team A decline the piling-on penalty?

Answer—No. The fouls offset each other and the ball shall be brought back to the point it was put in play and be played over again.

Section 7. On Incomplete Forward Pass

54. *Question*—Team A makes an incomplete forward pass and on the same play one of its players is holding. Does Team B have a choice of penalties?

Answer—Yes. 15 yards or loss of a down.

55. *Question*—Team makes an incomplete forward pass and a player of either team clips after the ball is dead. From what spot is the penalty enforced?

Answer—From the spot where the ball is next put in play. If, for instance, the incomplete pass resulted in a touchback, the penalty would be from the 20-yard line.

56. *Question*—Team A makes an incomplete forward pass and on the play a Team B man is off-side, or holds a Team A end on the line of scrimmage, or uses a flying tackle or block on the passer, or is guilty of unnecessary roughness on or behind the line of scrimmage. Are all these fouls penalized from the spot the ball is next to be put in play?

Answer—Yes; and the incomplete pass is disregarded unless it becomes incomplete by striking an ineligible player, in which case the penalties offset each other.

57. *Question*—Team A makes an incomplete forward pass and on the play a Team B player slugs an opponent on the line of scrimmage. What is the decision?

Answer—The incomplete pass is disregarded, even though it becomes incomplete by striking an ineligible player; the offender is disqualified and Team B penalized half the distance to their goal line.

Section 8. Down After a Penalty

In Article 4 the words "on the field of play" have been deleted.

58. *Question*—Team A has had three "time outs" and just after a first down the Captain calls "time out" for a fourth time. No one appears to be injured, but just before the two minutes are up he sends one of his players out of the game and a substitute comes in. Should he be penalized for a fourth "time out"?

Answer—Yes. The rule says he is to be penalized unless his object in calling time is to remove an injured player. It also says this player must be removed without unnecessary delay. It is first down and 15 yards to gain.

THE FOOT BALL CODE

Both in play and by tradition foot ball is a distinctively academic game—the game of the schools and the colleges. The friends of the game must accordingly rely on the schools and colleges for the preservation of its past traditions and the maintenance of the high standards of sportsmanship in its play, which are to be expected in a distinctively academic game.

The Rules Committee, in the remodelling of the rules that has gradually taken place, has endeavored to prohibit and suitably penalize all forms of unfair tactics and practises. It has also endeavored, so far as possible, without affecting the integrity of the game itself, to remove special temptation or opportunity for unsportsmanlike play. For the benefit of those who are just beginning to learn the game the Committee has decided to publish in the official book of rules the following suggestions:

Holding

Holding is prohibited by the rules because it does not belong in the game of foot ball. It is unfair play. It eliminates skill. The slowest man in the world could make a forty-yard run in every play if the rest of his teammates would hold their opponents long enough. The game is to advance the ball by strategy, skill and speed *without* holding your opponent.

Perhaps a good game could be invented, the object of which would be to advance the ball as far as possible *with* the assistance of holding your opponents, but it would not be foot ball. It would probably become a team wrestling match and, unless drastic rules, rigidly enforced, prevented it, a free fight. If your coach cannot show you how to gain distance without holding your opponents, get another coach. It is fair to assume that he does not understand the strategy of the game.

Coaching Ethics

Coaching from the side lines or deliberately teaching players to violate the rules is indefensible. The coaching of intentional holding, interference or illegal forward passing such as the "forward fumble" will break down rather than aid in the building of the character of your players. Such instruction not only is unfair to your opponents but is demoralizing to the boys entrusted to your care. It has no place in a game which is presumed to be an essential part of an educational program.

"Beating the Ball"

"Beating the ball" by an unfair use of a starting signal is nothing less than deliberately stealing an advantage from the other side. An honest starting signal is good foot ball, but a starting signal which has for its purpose starting the team a fraction of a second before the ball is put in



THE FOOT BALL

play, in the hope that it will not be short of crookedness. It is the same as had a secret arrangement with the starter to give him a tenth of a second's warning before he fired the pistol.

Talking to Your Opponents

Talking to your opponents if it falls short of being abusive or insulting is not prohibited by the rules, partly because it ought not to be necessary and partly because no rules can make a gentleman out of a mucker. No good sportsman is ever guilty of cheap talk to his opponents.

Talking to Officials

When an official imposes or makes a decision, he is simply doing his duty as he sees it. He is on the field representing the integrity of the game of foot ball, and his decision, even though he may have made a mistake in judgment, is final and conclusive and should be so accepted. Even if you think the decision is a mistaken one, take your medicine and do not whine about it. If there is anything to be said, let your captain do the talking. That's his business. Yours is to keep quiet and play the game.

The Foot Ball Code

You may meet players and even coaches who will tell you that it is all right to hold or otherwise violate the rules if you do not get caught. This is the code that obtains among sneak thieves and pickpockets. The crime in their code is getting caught.

The foot ball code is different. The foot ball player who intentionally violates a rule is guilty of unfair play and unsportsmanlike tactics, and whether or not he escapes being penalized, he brings discredit to the good name of the game, which it is his duty as a player to uphold.

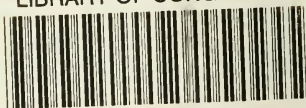
RULES COMMITTEE.

The Committee recommends that copies of "The Foot Ball Code" be posted on bulletin boards at colleges and schools. It is hoped that a wider understanding of this interpretation of the game will result in a closer adherence to the Unwritten Rules of Good Sportsmanship.

A copy of the Code, printed in large type on cardboard, 14 x 22 inches, may be obtained at any Spalding store. If unable to call, a copy will be mailed, without charge, by the publishers of the Guide. Send requests to the American Sports Publishing Company, 115 Fulton Street, New York City.

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